

GAMES

FARE PLAY?



#110G*****5-DIGIT 95616
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Quick, catch the cab—and the clue—that will launch you on a luxury Christmas treasure hunt that begins here and continues inside. Hop in, the meter's running!

Answer, page 70

Treasure Hunt Rules, page 20

MERIT

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The Contest Center
P.O. Box 1660
Wappingers Falls, N.Y. 12590

Total: _____

Official Word List

BIG 3
DAY 2
NOW 5
TAP 1
WIN 7

How to solve the puzzle:

Pick the three highest scoring words from the official word list.

Write them into the puzzle diagram. Add up the 3 word scores to get the highest possible total.

Example

D	A	Y
T	A	P
B	I	G

Total: 6



Name (please print) _____

Write your score here: _____

Address _____

City _____

State _____

Zip _____

Mail to: The Contest Center, P.O. Box 1660, Wappingers Falls, N.Y. 12590 for contest information. **For faster service,** please enclose a long (9 inch) stamped, self-addressed envelope.



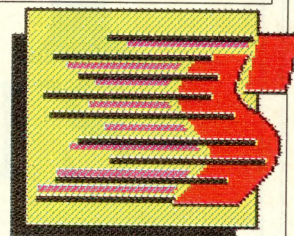
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Difficulty Rating Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★★

Cover Photos Nick Koudis (taxi) and Richard Laird/FPG (street scene)

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Oops. Make that a *gondar* spell.



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>CAST THE NITFOL SPELL ON THE DRAGON

And the story responds:

THE DRAGON PAUSES AND ROARS OUT A BENEVOLENT GREETING, WHICH, TO YOUR CHAGRIN, FRIES YOU TO A DELICATE CRISP. YOU HAVE DIED.

Suppose, on the other hand, you decide to invoke a spell that quenches open flames:

>CAST THE GONDAR SPELL ON THE DRAGON

In that case the story responds:

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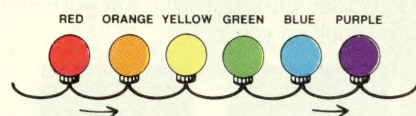


Edited by Burt Hochberg

Yule Lights ★★★

Dr. Tannenbaum, head of the mathematics department at Howar U., likes everything neat and orderly. At Christmas time, for example, he spends hours looking for exactly the right tree, and when he's found it he places it just so in the corner of his office. Then he begins stringing the Christmas lights.

Dr. T. has a single strand of colored twinkle lights. The strand consists of bulbs of six different colors arranged in the following repeating sequence:



This year he strung the lights so that —there are four lights of each color showing;

—the six lights sticking out at each side are different colors;

—the six lights in the center of the tree are different colors.

Given the red light in the lower left corner of the tree pictured below, can you color in the rest of the lights to duplicate Dr. T.'s arrangement? (If you don't have six colored pencils, write the initials of the colors in the bulbs.) Remember that the color sequence follows the arrows along the string, and don't worry about what's behind the tree. (Probably a sophomore.) There are four variations of the solution, involving the switching of analogous strands.

Mark Diehl
Cupertino, CA



Answer Drawer, page 64

Your Move is an occasional column of comments and original puzzles by readers. We pay \$15 and up for each item published. Manuscripts may be edited for clarity, and none can be returned unless accompanied by a stamped, self-addressed envelope.

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LETTERS

Standing Ovation

To the list of "punny" ad slogans in the advertising trivia quiz ("And Now a Word From Our Sponsors," September, page 20), I'd like to add my own favorite. The Moldex, Ltd., company of Barrie, Ontario, used the very appropriate slogan "Born in Barrie, Raised Everywhere" for their product. Can you guess what household item they manufacture?

Anita Marchioni
Willowdale, Ontario
Answer Drawer, page 64

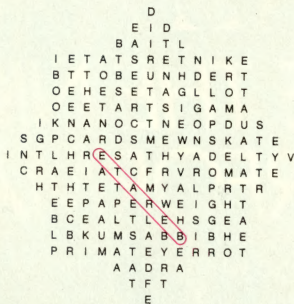
Anniversary Notes

In September's Our Move (page 4), your anniversary puzzle "Cover Story" displayed nine GAMES covers, one from each year, and challenged readers to place them in chronological order. The puzzle was interesting and the solution simple, but I found a much easier way to solve it. In the July issue, page 44, the GAMES back-issue ad shows your first 61 covers, in order!

Robert F. Sichky
Sydney Forks, Nova Scotia

A puzzle geared to celebrate
Your anniversary of eight
Was lots of fun and really great.
But your attempt to numerate
The hidden words was second-rate:
I also found the word BERATE!

Brother Robert McCarthy
Chatsworth, CA



An additional, though unintended,
"eight" word

Quacking Up

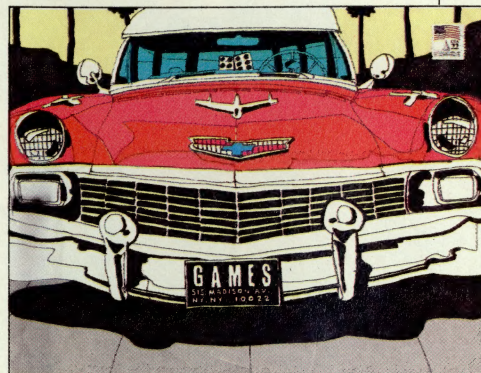
I enjoyed "The Wonderful World of Disney" quiz (August, page 43) but missed seeing mention of Donald's nephews Huey, Dewey, and Louie. So here's a question for your readers. Can you match the countries below (1-5) with the names by which the mischievous nephews are known locally (a-e)?

- | | |
|---------------|---------------------------|
| 1. Italy | a. Ole, Dole, and Doffen |
| 2. France | b. Quo, Qui, and Qua |
| 3. Germany | c. Raio, Gaio, and Vliao |
| 4. Norway | d. Riri, Fifi, and Loulou |
| 5. Yugoslavia | e. Tick, Trick, and Track |

Valerie Green

Orlando, FL
Answer Drawer, page 64

Envelope of the Month



D. R. Meek
St. Petersburg, FL

Egg Hunt

The article "Beyond Bugs" (September, page 52) revealed many "Easter eggs"—hidden surprises intentionally worked into electronic games by their designers. One of the first famous Easter eggs was in the video game Adventure for the Atari 2600. A player could, if he knew the secret, retrieve a "magic dot" from a room in the dungeon of the black castle. Later, if the player also held any other magic object, he could place the dot on any "impenetrable" wall near the gold castle, and walk right through it into a hidden room where the game designer's name was displayed in vertically flashing letters.

Brian A. LaMacchia
Rockville, MD

Now that we've been informed about the "Easter egg" in the game Smurf Rescue, my family has reached a new level of degradation. According to the article, a Smurfette has been programmed to throw off all her clothes if she is not promptly rescued at the end of the game. Well, after playing for six hours, the little wench has remained fully clothed. We're unplugging the game and switching to the Playboy channel. Who needs a blue moon anyway?

Bettina Sanchez
Richmond, VA

The Fabled Label

At the bottom of the GAMES masthead, subscribers are advised to "attach that [mailing] label when writing about service, renewal, or change of address." Now that subscribers' names are printed directly on the front cover of each copy, what are we supposed to do?

Roger Hanna
Brentwood, CA

The same thing you'd do if the mailing label wouldn't peel off—snip it. You may also copy the information onto another sheet of paper.—Ed.

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

Computer Contest Teams of junior and senior high school students compete on Apple computers in the Knowledge Master Open, December 4 (entry deadline is November 8). Each participating school receives a contest disk with a program consisting of 200 multiple-choice questions on various secondary school curricula. Scores are based on speed and accuracy. Fee is \$30 per team. Contact: Academic Hallmarks, Box 998, Durango, CO 81301, or call (800) 321-9218; in Colorado (303) 247-8738.



Darts Four tournaments offer cash prizes from \$8,000 to \$50,000 this month:

November 29–December 1: Lowenbrau New Jersey Open, Jersey City, NJ; Lucky Lights Milwaukee Dart Classic, Milwaukee, WI.

December 12–13: Lights Challenge of Champions, and December 13–15: Darts America Tournament, Atlantic City, NJ.

Contact: American Darts Organization, 13841 Eastbrook Ave., Bellflower, CA 90706, or call (213) 925-1205.

Driving Rally Drivers still have time to enter the Seventh Annual Cold Turkey Driving Rallye, November 30, in Encino, California. The three-hour course is outlined on a tricky instruction sheet with quiz questions to be filled in by the driver's partner(s).

Winners are judged on their written answers and completion of the road course. Entry fee is \$9 per vehicle, proceeds to charity. Contact: KRUD Rallye Team, 14852 Ventura Blvd., Suite 122, Sherman Oaks, CA 91403, or call (818) 706-1097.

Tinkertoys The Great Tinkertoys Extravaganza, in Philadelphia, November 29–December 1, offers adults (\$4 fee) and children (\$3) the chance to build what imagination dictates using the Franklin Memorial's collection of oversize tinkertoys (see November Events). Contact: Communications Dept., Franklin Institute, 20th and the Parkway, Philadelphia, PA 19103.

Wordplay Language lovers can try to eradicate the words and sayings that irk them

most by sending entries to the Word Banishment Nominations between November 15 and December 15. Entrants must explain the reasons for their choices. Winners will be announced January 1. Contact: Banish, College Relations, Lake Superior State College, Sault Ste. Marie, MI 49783.

Cryptology Entrants in the Cryptologia Annual Undergraduate Competition, now through January 1, 1986, submit papers on technical, historical, literary, or other aspects of cryptology. Authors must be undergraduates. The best paper wins \$300 and publication in *Cryptologia* magazine. Contact: Cryptologia, Rose-Hulman Institute of Technology, Terre Haute, IN 47803, or call (812) 877-1511.

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LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: October

★ In Dszquphsbnt! (page 32), cryptogram #4 contains the phrase "turned out to be." But in the Answer Drawer you have "proved to be" instead.

Deena Vik
Willimantic, CT

★ Perhaps you have your A's and I's maxed up? Clue 16-Across in Cryptic Crossword #2 (page 35) is "I'm a grid, perhaps!"—which isn't quite an anagram for DIAGRAM. The clue should have read "Am a grid, perhaps!"

David Kraines
Durham, NC

★ In the Ornerly Crossword (page 37), your Hard Clue for 57 across is "Credit side entry" and the answer is ASSET. In double entry bookkeeping, though, an asset is a debit side entry.

Marsha E. Quinn
Certified Public Accountant
New York, NY

★ What the photographer didn't notice in "Picture Imperfect" (page 40), in which a scene and photograph were compared for differences, is that the man's ring is on his right hand. So it probably isn't a wedding ring, and there is no reason to remove it for an illicit rendezvous.

Lori Edwards
Moline, IL

September

★ In the crossword puzzle "O*O*" (page 33), in which stars stood for letters, 25-Across contains a *OO*OO (*=B). The Helsinki Olympiad was number XV, not XIII. Howard Asaki
New Haven, CT



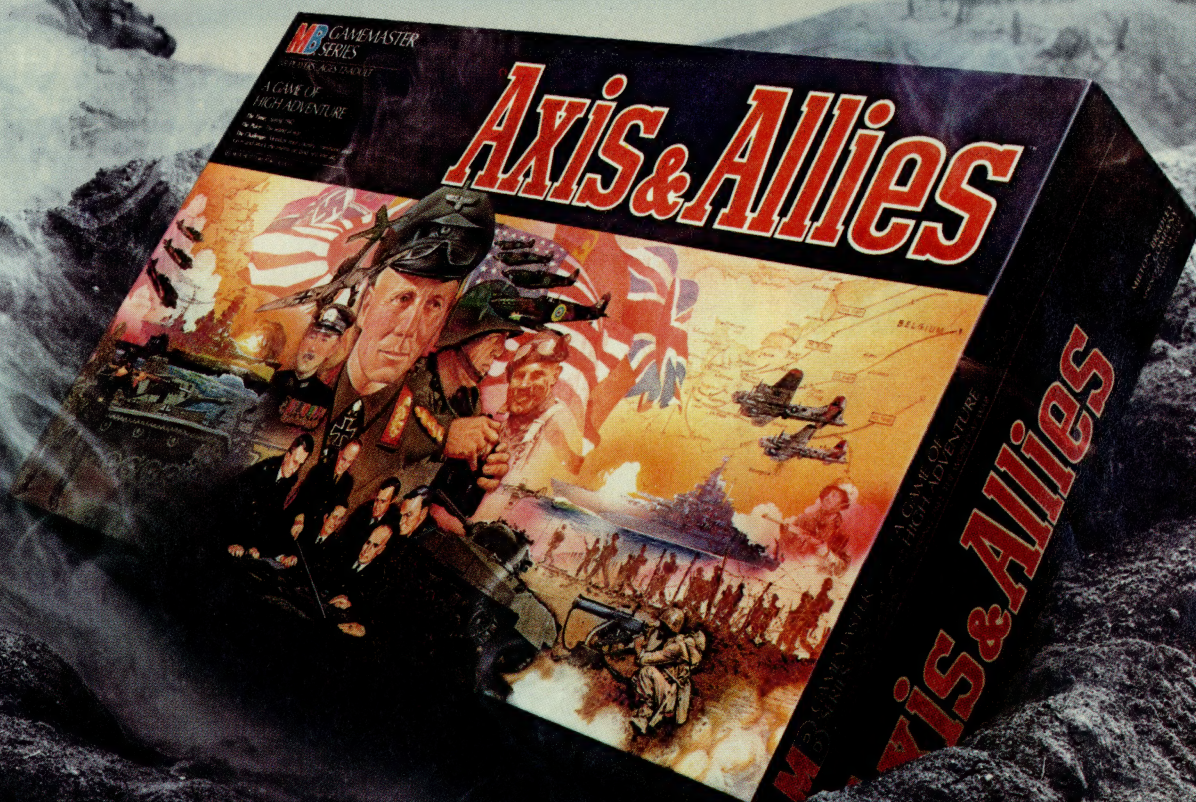
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—Matt Costello, Game News



Axis & Allies:

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GAMEBITS

Edited by Curtis Slepian

Scoop of the Year

An ice cream eating contest can be heaven for competitors—as long as they can handle anything dished out. Willing to try last August were more than 300 contestants in the Great American Ice Cream Taste-Off War.

The event was sponsored as a "course" by the Learning Annex, a New York-based adult education school (it also offers such classes as aerobic karate and helicopter flying). "Students" got in their licks in three events: Fastest Cone Eating Tag Team Relay, Sexiest Cone Eating for Couples, and Best Tasting Ice Cream.

Before the relay began, each member of the 20-person teams stood poised with an ice cream cone. Theoretically, a contestant couldn't start eating his cone until the person in front had finished his, but few people had the willpower to wait, and an ice cream eating orgy resulted. No one seemed particularly concerned about the results.

Was there any way to train for the relay? "Yes," said Steve Koch, a 37-year-old teacher from Brooklyn, cone planted firmly in cheek. "I ran this morning and carbohydrate-loaded this afternoon."

In the Sexiest Cone Eating contest, brave couples shared a single scoop. Elliot Frankel, 19, and girlfriend Bambi Rattner, 20, both students from Rochester, New York, ended up face-to-face and belly-to-belly on the floor, separated only at the mouth by the requisite ice cream cone.

But creaming the competition were Grant Thatcher, 25, a college admissions counselor from North Hudson, New York, and Dana Levenberg, 20, a Brown University student from Teaneck, New Jersey. Although total strangers, the two displayed remarkable teamwork as they bored through the cone from opposite sides. Explaining the spontaneous partnership, Levenberg said, "We looked into each other's eyes, and we knew." Knew what? True love? "No, we knew we were the best ice cream eaters."

The evening ended with an ice cream rating contest. With heated dis-



No coneheads they, Thatcher and Levenberg were a winning combination.

cussions about consistency, air-to-cream ratios, and the question of toppings ("Let the ice cream speak for itself," said one purist), the event resembled a gathering of wine connoisseurs.

After 55 gallons of ice cream in 22 flavors and 1,460 cones had been happily demolished, the winner was Ben & Jerry's, a Vermont brand, besting Steve's, Frusen Glädje, David's Cookies Ice Cream, and Ice Cream Extravaganza, a local concoction. Those who had earlier handed in ballots that correctly guessed the winner received gift certificates from local stores for just what they no doubt craved: a free ice cream cone.

—Mark Danna

A Vote for Reagan

On a crowded Manhattan street, an attractive young woman sidles up to Ronald Reagan and provocatively drapes her arm around his shoulder. As the lunchtime strollers gawk, a photographer takes her picture.

Not to worry, Nancy. This Ronnie may look like the President, but he's just a lifesize color photo, cut out and mounted on cardboard. For \$5, passers-by get to pose with Reagan's image, and 30 seconds later receive a Polaroid that makes it appear they're bosom buddies.

Taking the photos is a 33-year-old entrepreneur named John McCarthy. Although this money-making scheme isn't his invention (it originated, not surprisingly, in Washington, D.C.), he's making the most of it. With plans to branch out to Dublin and London, and to add such personalities as Bruce Springsteen to his cardboard entourage, McCarthy hopes "to be a millionaire by the time I'm 35."

He might make it. Tourists, shoppers, and office-workers line up to be photographed. Most show a good-natured bipartisanship when they pose, but a few make a political statement by applying a choke-hold on the cardboard Chief Executive. One man, who must have voted for Mondale last election, was photographed brandish-

ing a samurai sword, ready to split Reagan's ticket. And occasional Reagan detractors start heckling. When that happens, says McCarthy, "I say I'm starting a campaign to change the constitution so he can run for a third term. That makes them burn."

—Saul T. Prince



The President has a superb public image.

BARBARA ALPER



Scene Stealers

A new game plan is brewing in Hollywood, thanks to *Clue*, a movie based on Parker Brothers' classic board game that's premiering this month (see Gamebits, November). Sources tell us that, sensing a box office bonanza, nearly all the major movie studios have begun filming their own versions of popular games. Despite studio secrecy, our Hollywood correspondent, Rona Bareitall, has managed this exclusive sneak preview of some game films to be released next summer.

Trivial Pursuit

A funeral brings together six friends from the sixties—a geographer, an entertainer, a historian, a writer, an athlete, and a scientist—for a weekend of soul-searching. Over wedges of cheese and pie, they address some of the most insignificant facts and issues of recent memory. The names of the six actors will not be made public; instead, it's up to the audience to guess who they are. Paramount has revealed only that one actor is Mary Martin's son, and another once played the head writer for WJM-TV.

Risk

(subtitled *Rambo, Part III*)

In this Sylvester Stallone property, Rambo gets *really* angry at the comies and, armed with machine-gun and hunting knife, single-handedly

conquers the Russian and Chinese armies. Still hot under the collar, Rambo proceeds to capture Alaska, Greenland, Northern Europe, and Madagascar before Talia Shire, in a cameo role, calms him down.

Nerf Pool

Another youth movie by John Hughes, director of *Weird Science*, this one stars Anthony Michael Hall as a nerdy high school student who is a loser both socially and at Nerf Pool, a status game in the Chicago suburb he calls home. When a short circuit turns his home computer into a time machine, Hall travels into the past and takes lessons in pool—and in life—from a young Minnesota Fats. Back in the present, the now suave and confident kid wins his town's Nerf Pool championship and gets respect—and plenty of dates.

Checkers

This project began in a storm of controversy when director Michael Cimino was dismissed by MGM for handing in a script based on Stendhal's novel *The Red and the Black*. The current scenario has Eddie Murphy playing a basketball star with all the moves and almost superhuman jumping ability. In the course of the movie, Murphy, along with his sidekick, power forward John Candy, jumps into a few frays, jumps bail, jumps over the Berlin Wall, and finally jumps teams, from the L.A. Lakers to the Sacramento Kings. The movie is being filmed almost entirely in Moscow's Red Square.

Frisbee!

A science fiction movie with state-of-the-art special effects, the story concerns an enormous flying disc hurtling towards earth from points unknown. As it approaches, Earth's anxious populace wonders where it's from, what its intentions are, and if it has set any distance records.

Monopoly

Shot on location in Atlantic City, this drama stars Jack Nicholson as a washed-up go champion just out of jail, where he'd been sent for passing \$1,500 in funny money. Nicholson is hired by the mob to help them buy up Park Place, Boardwalk, and other properties on which they intend to build casino hotels that offer parking. He meets and falls in love with Anjelica Huston, but when he discovers that she works for a real estate tycoon (Donald Trump, in his first movie role) who has similar designs on Atlantic City property, he bumps her off. Spiritually bankrupt, Nicholson collects \$200 and slumps off to Japan to pursue a professional go career. —C. S.

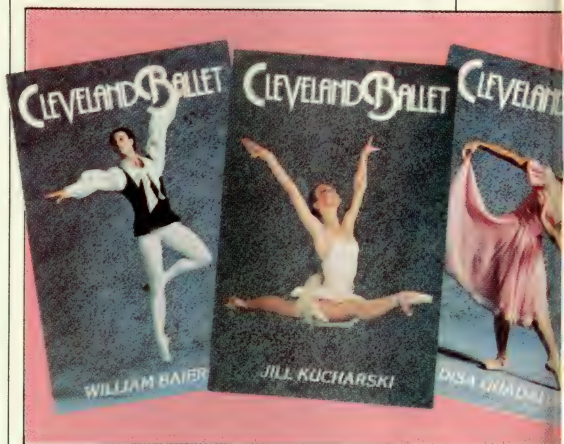
Dance Fever

Two kids are swapping cards in a schoolyard. One says, "I'll trade you an Alexander Godunov for a Mikhail Baryshnikov." The other replies, "Only if you throw in a Cynthia Gregory." This scene is, of course, imaginary, but it may come to pass if the Cleveland Ballet starts a trend. To bring its dancers closer to their audience, the ballet company has issued a baseball-type card for each member of its corps. On the back of the card is the dancer's "minor-league" record, such as a stint with the Mid-States Regional Ballet. No gum is included, but, says a ballet spokesperson, "We're thinking about it."

Audiences have leaped for the cards, which cost \$5.50 for a pack of 40 or 15 cents apiece and can be purchased by phone from the Cleveland Ballet (216-621-2260).

In fact, the ballet cards may well become more prized in Cleveland than Indians baseball cards. After all, the Cleveland Ballet had a better year.

—C. S.



Ballet cards may yet gain a foothold.

Brain Food

Crossword puzzles are not only entertaining, they also make you smarter. According to a recent article in *The New York Times*, a scientific study has demonstrated that stimulating the brain causes it to grow and develop.

Says Dr. Marian Diamond, the leader of the study, "Nerve cells can grow at any age in response to intellectual enrichment of all sorts: travel, crossword puzzles, anything that stimulates the brain with novelty and challenge."

So don't give up on those three-star puzzles—they may give you a few extra brain cells.



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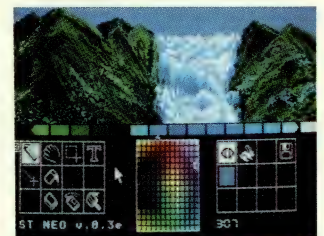
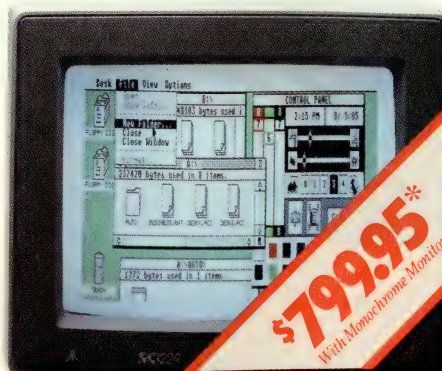
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Price	\$799	\$4675	\$2795	\$1795
CPU	68000	80286	68000	68000
Speed Mhz	8.0	6.0	7.83	7.16
Standard RAM	512K	256K	512K	256K
Number of Keys	95	95	59	89
Mouse	Yes	No	Yes	Yes
Screen Resolution (Non-Interlaced Mode)				
Color	640 x 200	640 x 200	None	640 x 200***
Monochrome	640 x 400	720 x 350**	512 x 342	640 x 200***
Color Output	Yes	Optional	None	Yes
Number of Colors	512	16	None	4096
Disk Drive	3.5"	5.25"	3.5"	3.5"
Built-in Hard Disk (DMA) Port	Yes	Yes	No	No
MIDI Interface	Yes	No	No	No
No. of Sound Voices	3	1	4	4

**With optional monochrome board (non bit-mapped)

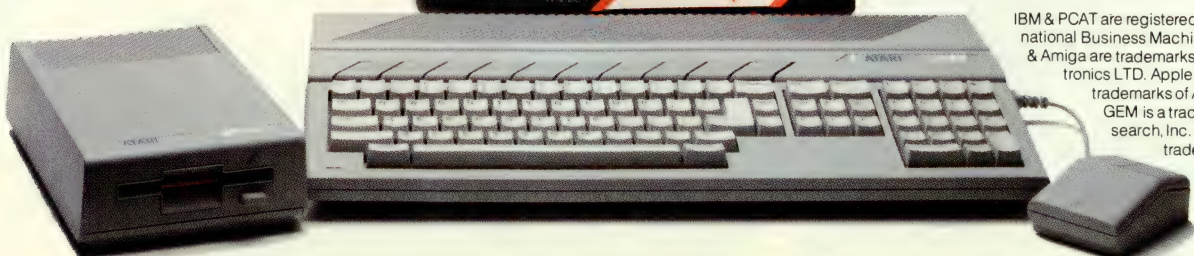
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JAGUAR XJ-S

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All promotional costs paid by manufacturer. Offer restricted to smokers 21 years of age or older. A store coupon was scheduled to be inserted here and if it is missing, we will investigate the matter. To assist our investigation, please send this page, your name, address, the magazine name, and location from which you obtained your magazine to: Consumer Relations Department, Lane Services, Inc., P.O. Box 3000, Winston-Salem, NC 27102.

LIGHTS 85. LIGHTS HARD PACK: 9 mg. "tar", 0.8 mg. nicotine, LIGHTS 100's: 11 mg. "tar", 0.9 mg. nicotine. FILTERS: 16 mg. "tar", 1.2 mg. nicotine. FILTERS HARD PACK: 17 mg. "tar", 1.3 mg. nicotine, REGULAR: 21 mg. "tar", 1.6 mg. nicotine, av. per cigarette by FTC method.

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1. You are automatically entered in the Camel Lights "World of Wheels" Sweepstakes when you fill out and redeem the accompanying World of Wheels store coupon.
2. If you do not wish to redeem the coupon, but want to enter the sweepstakes, you can enter by hand-printing your name, address, zip code and the words "Camel Lights Sweepstakes" on a plain 7" x 5" piece of paper. Be sure to indicate which of the six sports cars you would like to win. Mail your entry to: "World of Wheels" Sweepstakes, P.O. Box 9030, Westbury, New York 11592. Enter as often as you wish, but each entry must be mailed separately and postmarked by August 31, 1986. You may select only one car per entry. R.J. Reynolds Tobacco Company will not be responsible for late, misdirected, lost or stolen entries.
3. R.J. Reynolds Tobacco Company will award the following prizes in this promotion: (1) Jaguar XJ-S (approx. \$36,000 value); (1) Maserati Biturbo (approx. \$28,000 value); (1) Lotus Turbo Esprit (approx. \$55,000 value); (1) Porsche 928S (approx. \$50,000 value); (1) Mercedes SL Convertible (approx. \$45,000 value); (1) Chevrolet Corvette (approx. \$30,000 value); 1,000 Kenwood Car Stereo Systems consisting of a Kenwood KRC 6000 Receiver, one pair of Kenwood KFS 6970 Speakers and one pair of Kenwood 103-A Speakers, plus \$100 for installation at the winner's selected car stereo dealer (total prize value \$700). All car prizes will feature standard equipment on each car. Dealer prep charges, license and registration not included. Prizes are not transferable and no substitution is allowed. Please allow 8 to 10 weeks after validation for final prize announcements for car winners or for prize shipment for Kenwood car stereo winners. Grand Prizes will be awarded through the respective sports car dealer nearest the winner's address.
4. During the week of September 22, 1986, winners will be selected at random from all valid entries received, by Glendinning Associates, Inc., an independent judging organization whose decisions are final on all matters relating to this sweepstakes. Participants whose entries are selected will be notified by mail and may be requested to sign and return within 30 days of notification, a form certifying their eligibility for participation in this promotion and release regarding prize awards. In the event of non-compliance with the 30-day time period, an alternate winner will be selected. All prizes returned to the sponsor or to Glendinning Associates, Inc. as undeliverable, will be awarded to alternate winners. Limit one prize to a family or household. Taxes on prizes are the sole responsibilities of the winners. The odds of winning are determined by the number of entries received.
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All promotional costs paid by manufacturer. Offer restricted to smokers 21 years of age or older. A store coupon was scheduled to be inserted here and if it is missing, we will investigate the matter. To assist our investigation, please send this page, your name, address, the magazine name, and location from which you obtained your magazine to: Consumer Relations Department, Lane Services, Inc., P.O. Box 3000, Winston-Salem, NC 27102.

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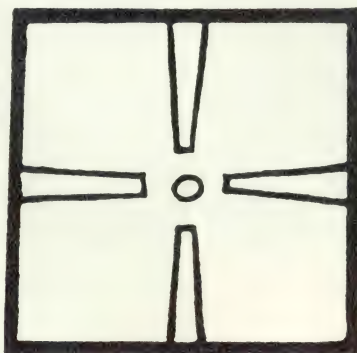
GAMES CONTEST ★★

TURVIES

CREATE DOUBLE-EDGED DOODLES THAT WORK TWO WAYS: RIGHT-SIDE-UP AND UPSIDE-DOWN

Back in 1953, comedy writer Roger Price invented a minor art form called the Droodle, which he described as "a borkley-looking sort of drawing that doesn't make any sense until you know the correct title."

Droodles have hardly lost their appeal in the 32 years since then, during which time a few prototypical Droodles have become recognizable icons of pop culture. Take, for example, the classic "Four Elephants Inspecting a Grapefruit," below.



Now the Droodle has been taken one step further: a double-view version that we call the Turvy. Turvies have one explanation right-side-up, and an entirely different one when turned topsy-turvy. The following, for instance, might be titled "Hans Brinker From the Knees Down." But turn it over and it becomes "Two Turkeys Wearing Walkman Headsets."

**HANS BRINKER
FROM THE KNEES DOWN**



**WEARING WALKMAN HEADSETS
TWO TURKEYS**

After trying to figure out all six titles of the three Turvies at right, see if you can come up with an original "borkley-looking drawing" that has two whimsical yet plausible explanations, one for the right-side-up Turvy, the other for the topsy-Turvy.

How to enter Send as many entries as you wish, making sure that each entry is on a separate sheet of paper along with your name and address. Be sure to include both titles, one above and one below each Turvy, as in the Hans Brinker/Two Turkeys example. Entries will be judged on cleverness, humor, and the aptness of the titles. As always, the decision of the judges is final.

—R. L.

Mail your entries to: Turvies, GAMES Magazine, 515 Madison Ave., New York, NY 10022. All entries must be received by January 6, 1986.

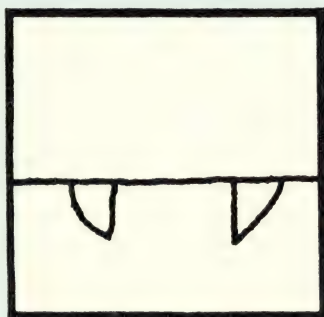
Grand Prize
A Yamaha
Turntable
5 Runner-Up Prizes
A GAMES T-shirt

Double Whammy



Try describing the three Turvies below, then stand on your head and describe them again (you may find that turning the magazine upside-down is less strenuous). When you compare your interpretations with those in the Answer Drawer, remember that there are no right or wrong answers—a Turvy, like beauty, is in the eye of the beholder.

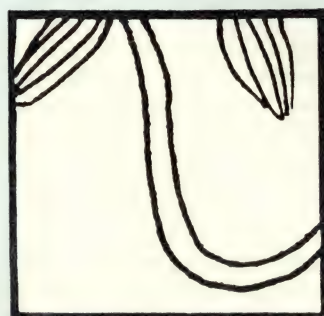
Answer Drawer, page 66



1.



2.



3.



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THE MOORE COUNTY NEWS can be read in five minutes. That's all it takes to keep up with Moore County.

Occasionally, you'll see an article on Jack Daniel's Distillery. Like when Jack Bateman broke his arm unloading wood in the rickyard. Or when Frank Bobo (our head distiller) had his grandson born. But normally we don't make the paper much. You see, we've been charcoal mellowing whiskey here at Jack Daniel's since 1866. And according to the editor, there's no news in that anymore.



CHARCOAL MELLOWED DROP BY DROP

On The Appellation Trail

by Paul Dickson

What's in a name? Plenty, if you're obsessed by what people, places, and things are called. The author is. Learn why in these confessions of a name-lover.

Some people would rather spend a spare hour poring over a Seattle phone book or a road map of Oklahoma than the latest best-selling novel. Obsessed by the names of persons, places, and things, such people wouldn't think twice about driving miles out of the way to go through an oddly named place like Truth or Consequences, New Mexico, or crossing a bridge in Harpswell, Maine, simply because it goes over a channel called Will's Gut.

I am such a person. I have bought things not because of their ratings in *Consumer Reports* but because of how they are named. As a kid I chose a Shakespeare fishing reel, a Hawkeye camera, and a Rollfast bike. While shopping for a new bike the other day, I fell in love with a model named the Mt. St. Helens because of the appealing incongruity of the name.

This search for names sets me apart. If, for instance, I'm lucky enough to be in Coronado Beach or Boothbay Harbor, my eyes are drawn not to the sleek lines of the yachts but to the names on them. Sighting a vessel named *Sea Duction*, *Sawsea*, *Knot Paid IV*, or *Miss Fitz* is as much a thrill for me as spying a yachtful of sunbathing movie stars is for others.

I have shamelessly tracked down private citizens who collect colorful names and wheeled from them such gems as Silence Bellows, Ol-

diest Christmas, JoAnn Flooz-bonger, and Safety First. I spent more than a few hours tracking down Margaret Whitesides, of the now defunct *Chicago Daily News*, to get her pet names from her years of collecting at that newspaper's copy desk. She rewarded me with her two favorites—Magdalena Babblerjack and Eloise Tittlekitty.

But names are more than just a source of amusement; they add value to things. For example, the allure of American quilts is enhanced by the names of their designs: Aunt Eliza's Star, Churn Dasher, Shoo Fly, and Bear Paw. And part of our fascination with magicians may be their bold single names—Houdini, Blackstone, and the like—as well as the fact that their tricks have fancy names like the Chinese Compass, the Jacoby Tie, and the Chain Gang Escape.

As Madison Avenue often demonstrates, names create images. People who make rugged outdoor gear and clothing continue to name their products like John Denver songs. Grizzly Peak, Brooks Range, and Snowgoose are the names of coats, while Solstice, Khumbu, and Nighthawk are sleeping bags. My jacket's name? The Platte River. Wearing it while riding my Mt. St. Helens bike, I feel like I belong in *National Geographic*.

My obsession has produced some very strong convictions about names. One of them is that no objects have ever been as lyrically or diversely named as apples: According to one count, the common fruit claims as many as 8,000 monickers—from Arctic Autumn to Para-

dise Sweet to Zorza. I'm also certain that North Carolina boasts more odd place names—Barco, Coinjock, and Moycok, for example—than any other state (although Arkansas and Kentucky come close).

I think, too, that trout flies (e.g., Woolly Leech, Magog Smelt, Rat Face) and roller coasters (Screamin' Eagle, Mister Twister) are well named. Passenger trains used to be. Compare, for example, train names like the Twentieth Century Limited and the Egyptian Zipper to Conrail's prosaic Metro-North.

If anything threatens creative naming, it is digitization. It has already displaced telephone exchange names. John O'Hara's Butterfield 8 is now 288, and fine old Manhattan exchange names like CHelsea and TRafalgar live only in old detective novels. This trend has similarly turned the modern camera shop into a confusing maze of numbers and letters that sit where proud Hawkeyes, Premos, and Ponies once reigned.

ZIP codes and area codes may, unfortunately, become more important than the place names they represent. Tombstone, Arizona, is now better known as 85638 to many postal workers, while Dogpatch, Arkansas, is merely 72648, and the ZIP for Zap, North Dakota, is the dull 58580.

Number people not only insist on robbing us of real names, but also on changing numbers once we get used to them. In New York, residents of Brooklyn, Queens, and



Staten Island have been stripped of their cosmopolitan 212 telephone area code and relegated to the numerical Siberia of 718.

In some fields, numbers have become so common that a real name is a novelty. When Apple introduced its Macintosh computer in early 1984, its fame resulted partly from the fact that it was given not a number but, as *Popular Science* termed it, "a funny name."

As if digitization wasn't enough,

a second threat has developed in the form of name compression. This occurs when a computer is unable to handle a long name or when someone decides that a name that means something is old-fashioned. Recently *The New Yorker* reported that one state's motor vehicles director warned that anyone whose first name exceeded nine letters and whose last name exceeded 13

delicacies as bubble and squeak and cockaleeky soup, is a mecca. Perhaps the strangest names there belong to towns, which put those of North Carolina to shame. A small sampling turns up Bag Endorby, Burpham, Huish Champflower, Hartburn, Lower Upham, Great Snoring, and Steeple Bumstead. Says English name devotee Jimmy Jump, "In England there are places named Hoo, How, Wye, Ware, and Wyche, but I can't find any place called When."

English eccentricity knows no limits when it comes to naming things. For example, name collector Denys Parsons lists among the societies and associations

found in London, The Large Black Pig Society, The Midland Area Netherland Dwarf Club, The National Feather Purifiers Association, The Potato Synonyms Committee, and, his favorite, The Self-Opening Box Company. "What's the point of buying one?" he asks. "How on earth would I keep it shut?"

But Britain doesn't have a monopoly on strange names. Partly because it is a Chinese custom to name businesses with good fortune in mind, lists of Hong Kong companies are delightful. To wit: Amazing Grace Elephant Co., Chinese Permanent Cemeteries, Eternal Life Co., God Given Development Co., Ltd, Plastic Bacon Factory, and Sincere Underwear Co.

Certainly no current name list would be complete without at least a handful of punk/new wave rock groups, which already have a certain quaintness. Just a few are Billy Clone and the Same, Jody Foster's Army, Curse of the Atomic Greasers, Insurance Salesmen from Saturn, Chronic Submission, and The The.

While some names are marvelously incongruous, many others are perfectly suitable to their owners. The great journalist Franklin P. Adams called them aptonyms. Though there's probably no cause-and-effect relationship between a person's name and his occupation (or

preoccupation), some are startlingly appropriate. Psychiatrist Carl Jung noted the phenomenon among his brethren, pointing out that "... Herr Freud (joy, in German) champions the pleasure principle, Herr Adler (eagle) the will-to-power, Herr Jung (young) the idea of rebirth, and so on."

Jung would have been even more impressed with the prevalence of aptonyms had he scanned the membership directory of the American Fisheries Society, which reveals two Basses, a Chubb, two Rays, and a Roe. And the American Ornithologist's Union contains Birds, Byrds, a Crane, a Finch, six Martins, a Partridge, a flock of Robbins, a Teal, and a Gosling. In fact, this union of name and job is fairly widespread. Any all-star list of such names (all real) would surely include I. Bidwell (contractor), Bill Dollar (accountant), Lieutenant D. C. Current (member of the electrical sciences department of the U.S. Naval Academy; father's name: A. C.), Dan Druff (barber), Roy Holler (auctioneer), O. O. Oops (surgeon), Les Plack (dentist), Block and Cleaver (butchers), Goforth and Ketchum (patrol car team), O'Neill and Pray (manufacturers of church equipment), and the unfortunately named Inquest Coffin, M.D.

All names, as Dr. Coffin can probably attest, are not created equal. Open any large metropolitan telephone directory and you'll find such names as Arson, Booze, Bozo, Dodo, Rump, and Worm. Having a handle like that has definite drawbacks, as B. Bupb, an Ohio man, found out the hard way. According to a 1951 UPI story, Bupb was fishing in Florida when he broke his glass eye. He wanted to send a telegram to his wife so she could send him his spare. Quoting from the original story, here is what transpired over the phone:

"I want to send a telegram," he

THE LARGE BLACK PIG SOCIETY

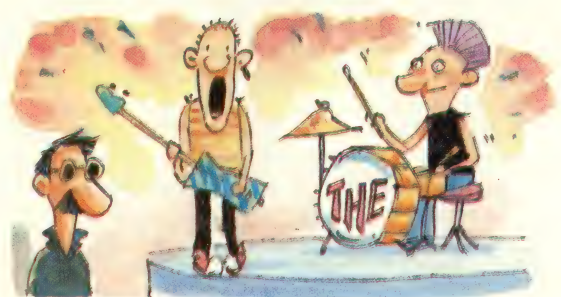


letters would find the offending letters chopped off by the state's unrelenting computer.

Corporations in particular suffer from an odd affliction that compels them to create names that sound like symptoms of intestinal distress. The Government Employee's Insurance Company officially became Geico. Swift and Co. turned itself into Esmark, Republic Aviation is now the RAC Corp., and Hart Schaffner and Marx has become Hartmarx Corp. A large company in the Washington, DC, area is called M/A COM INC. Writing in *The Washington Post*, Jerry Knight called it the worst-named company in the area and asked readers to "... try to find it in the phone book, or pronounce it, let alone figure out what it is." (It's an abbreviation of Microwave Associates Communications Digital Communications Corporation, Incorporated.)

Yet despite the pervasive threat of extinction, there are plenty of names to go around, and plenty of people devoted to them. Reading through the *Bulletin of the American Name Society* and the journal *Name*, one finds that members have collected, among others, the names of shrine temples, cigars, massage parlors, street gangs, and San Francisco taverns (although that collector missed my favorite, a bar named He's Not Here). One man actually came up with 32 names for Sea Floor Habitats.

Among places to seek odd names, Britain, the home of such



The Name Is the Game

PLAYING WITH NAMES IS AS DIVERTING AS COLLECTING them. One of the best games is creating anagram apposites—words or phrases that are formed with the letters of a name and that, unlike normal anagrams, are particularly appropriate to that name. A few examples:

HMS Pinafore = Name for ship.

The Leaning Tower of Pisa = What a foreign stone pile.

The Mona Lisa = No hat, a smile.

The Marquis de Sade = He's quite mad, dears.

William Shakespeare = We all make his praise. (Or: I ask me, has Will a peer?)

Ralph Waldo Emerson = Person whom all read.

Ronald Wilson Reagan = No girls and no ERA law. (Or: Now Nader rolls again.)

The editor of *Word Ways* magazine, A. Ross Eckler, feels that Reagan has been a boon to anagrammatists. Eckler can rattle off a number of RWR anagrams, including "Age, war, and sin roll on," "A dollar grown insane," and "Nan, all are Dior gowns." He also discovered that while Richard Milhous Nixon was not the only president whose name contained the letters of the word criminal, his could be used to create the following anagram: "Hush—nix criminal odor."

Though sometimes created with serious intentions, anagrams inevitably exude an air of playfulness—to wit, the following anagrams, palindromes (words or sentences that read the same backward and forward), and other assorted bits of name trickery.

A Toyota A product palindrome.

ACEEEFFGGHHILLMMNNOORRSSSTUV The pseudonym of German novelist Christoffel Von Grimmelshausen, a rare alphabetical anagram.

Cilohocla The name of a dog who began winning big in 1975 at Florida's Derby Lane greyhound track. According to *Sports Illustrated*, speculation as to the source of the name (Spanish? Gallic?) was rife until someone spelled it backward.

Nessiteras rhombopteryx The scientific "Latin" name bestowed on the Loch Ness Monster by Sir Peter Scott and Alan Wilkens. Soon after the name was introduced in *Nature* magazine, Nicholas Fairbairn, a Scottish member of Parliament, figured out that it was an anagram for "Monster hoax by Sir Peter S." Reportedly, the namers were stunned by the coincidence.

Professor Osseforp In the March 1972 issue of the *Harvard Alumni Bulletin*, Solomon W. Golomb held an interview with Osseforp, who supposedly held the Emor D. Nilap Chair in Palindrimology at Harvard. During the interview Osseforp answered all questions palindromically. For instance, asked the name of the annual Ivy League track meet, he replied, "Yale Relay."

Reflipe W. Thanuz During a great newspaper rivalry in New York City early in the century, William Randolph Hearst's *The Journal* ran an obituary of this man. When *The World* printed the same obit in its next edition, *The Journal* jubilantly announced that "Reflipe W." was "we pilfer" spelled backwards and "Thanuz" was "the news" spelled phonetically. Later *The World* planted the name Lister A. Itaah in an article; *The Journal* lifted it, and then learned it was an anagram for "Hearst is a liar."

Serutan Madison Avenue's most famous contribution to backward naming is a remedy whose name is "natures" spelled backward. Other products whose names spell something different when reversed include Seiko and Strohs.

SOS This song by ABBA is perhaps the only top ten hit with a palindromic title and recorded by a palindromic group.

—P. D.



told the Western Union operator.

"Your name?" asked the operator.

"B. Bupb."

The disbelieving operator asked him to repeat. Bupb did.

"Don't you be-bop me," she said, starting to hang up the receiver.

Bupb finally convinced the operator that that was his real name.

"All right," she said, "where do you want the telegram sent?"

"Wapakoneta, Ohio."

"Wapako-who?" demanded the operator. "Now that's enough. Goodbye, sir."

"No, wait!" cried Bupb. "That's the real name of a real town in Ohio. I live there. Honest. My wife is there, believe me."

"All right, sir," said the skeptical operator. "Your name is B. Bupb. And you want to send a telegram to Wapakoneta. Now what is the message?"

"Please send other eye immediately . . ."

"No you don't!" shouted the operator as she hung up the phone.

Here are a few more examples of truly regrettable names.

Donald Duck The name of an Alabama high school principal who told an interviewer that his father named him Donald because he knew that he would be called Donald no matter what he was named.

Fink What do you do if your name happens to be the same as the slang word for a labor scab, a stool-pigeon, and a generally undesirable person? You probably celebrate National Fink Day in Fink, Texas, with other members of the International Order of Finks.

Mudd A letter to the editor of *The Economist* tells it all: "Sir—The advertisement for gas on page 23 of your issue of July 29th used the expression 'our name was mud.' There are nearly 300 heirs of Dr. Mudd (the physician who was imprisoned for life for setting the broken leg of Lincoln's assassin) and they are unhappy about this sort of thing."

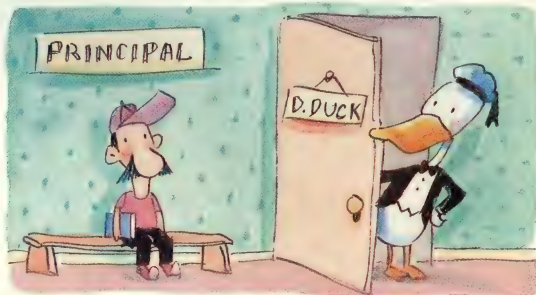
Part Good name as long as you are not drafted. As Richard Boston, writing in the *The Guardian*, noted, "... a friend of a friend of mine is called Part, and when he was in the army during the war like everyone else he started off as a Private, but rose from the ranks to become a Major Part of the British Army."

Peculiar Hailing from this town in Missouri is a problem if you are sensitive to lines like "Here comes a Peculiar person." The town got its name when postal authorities in Washington told the local postmaster to pick a name for the town. After suggesting dozens that were rejected, he was told to pick a peculiar name, which he did.

Theopholis In this oft-quoted but no doubt apocryphal story, someone asks a professor why he named his child Theopholis. His reply: "I took one look at him and decided that he was Theopholis looking baby I had ever seen." The joke has done little to increase the popularity of that name.

For the streetwise, America's highways and byways are a rich source of names. From Backhand and Forehand Courts (Lexington, Kentucky) to Memory Lane (Eugene, Oregon), there is an amazing diversity in street names—good news for nameophiles who one day may wander past these addresses.

Brown Material Road An unfortunate Los Angeles County name. Another, according to *The Los Angeles Times*, is South Exa Court, which sounds fine until it is abbreviated on maps as S.EXACT.



Forkover Place When the city of Greensboro, North Carolina, needed a name for the street on which the local IRS office was located, the planning board recommended this apt appellation.

Nixon and Bluett In 1984, National Public Radio's "All Things Considered" program held a contest to find the best street intersec-

tion in America, and this Ann Arbor location won handily. Almost as good is the corner of Counter and Intelligence, located in Baltimore.

Rue De Vallee For years, according to a 1972 item in *Time*, crooner Rudy Vallee worked to have the Hollywood street that ran by his home renamed for him. Though the residents of his street rejected the notion, the town of Lake Forest, California, made the change in his honor.

Sesame Street A case of a street name vetoed by local authorities in Montgomery County, Maryland, for the simple reason that it would invite sign theft. The designation was actually for the seed, not the TV show.

Supreme Court Not far from where I live in Maryland is this rare example of a pun name.

Thaddeus Kosciuszko Street This Polish hero's name has become anathema to frugal municipal street czars who find it too long for signs. Some years back the Los Angeles city council voted 12 to 0 against using the name because of its length. Local Polish-Americans protested and the city reversed itself.

If Los Angeles thinks it has space problems with Thaddeus Kosciuszko, imagine the dilemma of signmakers in Webster, Massachusetts. They have to contend with Webster's Lake Chargoggagoggmanchauggagoggchaubunagungamaugg, which is the longest place name in America. The lake is known locally as Lake Chargog, or, more simply, Webster Lake. The name, of Indian origin, describes the fishing rights of two feuding tribes. Its translation: "You fish on your side, I fish on my side, no one fishes in the middle."

The name widely credited as being the longest place name in the English-speaking world is a town in Wales called Llanfairpwllgwyngyllgogerychwyrndrobwlllantsiliogogoch. It means "St. Mary's Church in a hollow by the white ha-

zel close to the rapid whirlpool by the red cave of St. Tysilio."

The longest name of a person belongs to the daughter of a Beaumont, Texas, couple, who in 1984 gave her a 948-letter name. Shorter is this noble name: Admiral, the Honorable Sir Reginald Aylmer Ranfurly Plunkett-Ernie-Erle-



Drax. Britons have long admired it as the longest titled name. But even this is short when compared to the full name of the Sultan of Brunel—Kebawah Duli Yang Maha Mulia Paduka Seri Baginda Sultan Dan Yang Dipertuan Sir Muda Hassanah Bolkuah Muizzaddin Waddaulah Ibni Duli Yang Teramat Mulia Paduka Seri Begawan Sultan Sir Muda Omar Ali Saifuddin Sa'adul Khairi Waddin. When the Sultan was a guest of Prime Minister Pierre Trudeau of Canada a few years ago it was learned that he insisted the local press use his full name when writing about him.

As for the short of it, there is Barry John Thomas of Canberra, Australia, who in 1971 legally changed his name to the letter Z.

But length isn't the last word for name lovers like me. I get just as big a kick out of discovering that Deep Dull Violaceous and Livid are shades of blue and violet, respectively. That Finalword and Forthwrite are word-processing software, that Aromatic Tabac and Manzanilla are shaving colognes. That a crater on Mars called Wahoo is named after the town of Wahoo, Nebraska.

In fact, I rejoice equally in the names and nicknames of foods, baseball players, nuclear power plants, hurricanes, houses, actors, cars, apes, awards, magazines, pool hustlers, hair-cutting stores, robots, politicians, teams, gangsters, and extraterrestrials. You name it, I like it.

Paul Dickson is the author of "Jokes," "Words," and many other books. This article is adapted from "Names," to be published this summer by Delacorte Press.

Taking the Fifth

A THROUGH-THE-CITY TREASURE HUNT

★★

Photographs by Keith Glasgow
Puzzles by Scott Marley

It's the first day of Christmas, and your true love has sent you on a holiday spree up and down New York's fabled Fifth Avenue.

The seven photographs here show various stores and sights, bedecked and beribboned for the holidays. First, study the photo on the cover and find the clue in it that leads to one of these seven spots. This will be the first stop on your journey.

Here you will pick up a gift and another puzzle that, when solved, will tell you where to go next. Travel in this manner from place to place, gathering gifts and solving puzzles, until you've visited each spot once. You'll end up with an armload of presents, and the last puzzle will reveal a surprise.

The puzzles have no directions, so half the challenge is figuring out how to solve them. If you get stuck, check page 68 for hints.

On your mark, get set—ho, ho, ho!

Hints page 68

Answer Drawer, page 66

JAPAN AIR LINES

Under a tree trimmed with origami ornaments is an envelope with your name on it. Inside are airline tickets and a curious message:

STOOD UP : 8, 18, 12, 1, 5

STRIPED ANIMAL : 20, 2, 4, 7, 11

HOLIDAY BANQUET : 10, 3, 17, 13, 19

TIMEPIECE : 16, 6, 9, 14, 15

CENTRAL PARK
HORSEDRAWN CARRIAGE

The driver hands you a large package and four strips of paper. You unwrap the package and discover a Picasso print. "Where to?" he asks.

K
P
L
E
N
I
N

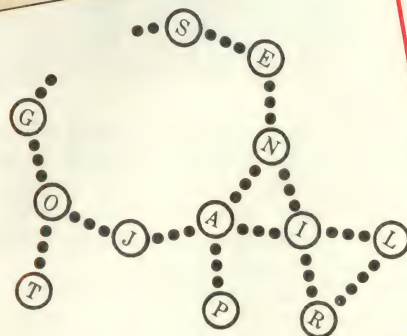
S
E
R
L
A
T
A

T
E
S
S
A
F
Y

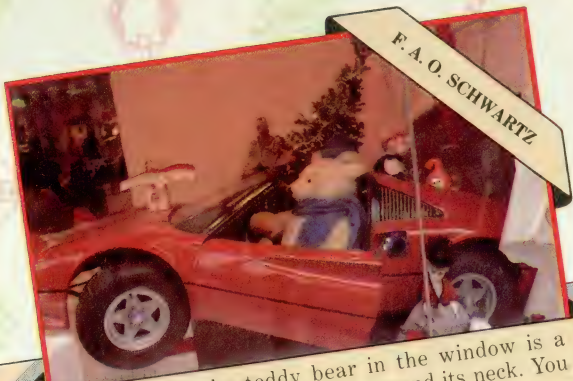
A
H
A
A
M
T
F

TIFFANY

The man at the pearl counter winks and tosses you a small box that holds an emerald ring. A strange drawing is scrawled inside the lid.



F. A. O. SCHWARTZ



In the lap of the teddy bear in the window is a stuffed alligator with a ribbon around its neck. You pick up the toy and find a riddle in its jaws:

"I rode through town to end dispute
And wore my own pink riding suit."

SKATING RINK -
ROCKEFELLER CENTER



An old woman hands you ice skates from one of her many shopping bags and shuffles away. Taped to one of the skates is a note.

GZPV GSV GDL RMRGRZO
OVGGVIH UILN VZXS LU
BLFI TRUGH RM GSV
LIWVI BLF ULFMW GSVN
ZMW BLF'OO WRHXLEVI
BLFI URMZO
KIVHVMG. HVV BLF
GSVIV ZG VRTSG. NVIIB
XSIRHGNZH!

CARTER JEWELERS



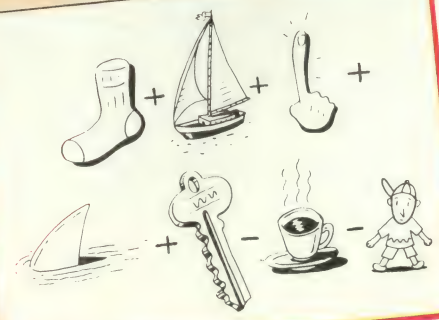
A salesman smiles and hands you a box containing a silver urn. On the base of the urn is engraved the following:

A	L	T			U	G	H
D	O	O			T	E	P
C	O	M			I	A	N
B	E	T			Y	A	L
S	L	O			E	S	S
V	O	L			N	I	C
O	V	E			U	L	E
R	A	D			T	O	R
L	I	N			R	I	E

GODIVA
CHOCOLATIER



A young salesclerk giggles as she gives you a box of rich divinity. You notice that there are pictures drawn on the lid.





MADELEINE'S CAFÉ

★
CREATED BY JOAN STEINER

Photographed by Walter Wick

Hungry for puns? Then stop in at this bistro, where 55 items suggest the names of food and drink. Sophia Loren donning her jacket at left represents "Italian dressing," while behind her on the coatrack are some "mushroom caps." How many others can you find? Only the ravenous will get them all.

Answer Drawer, page 68



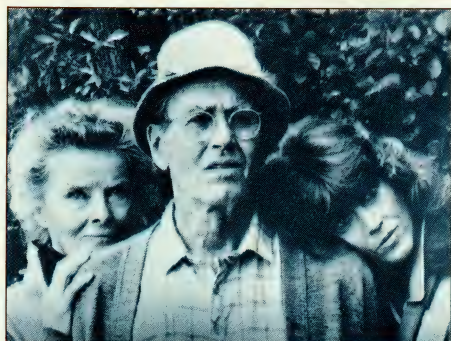
CANNES DO

A CATEGORICALLY GREAT FILM FESTIVAL ★★

By Burt Hochberg

It's hard to match the glamour and prestige of the annual film gala held on the sunny southern coast of France. But this movie *divertissement* might be the next best thing to being there.

The stills in each of these five groupings are linked by some common factor. First identify the films and deduce the unifying theme. Then see if you can find a film in the answer group (bottom right) that fits each category. For example, if stills from *Dial M for Murder*, *Yanks*, and *Georgy Girl* were shown, the answer might be *My Fair Lady*—all were set in England. Answer Drawer, page 70



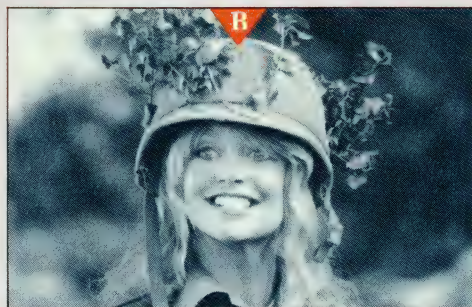
4



5



EACH OF THESE
FILMS BELONGS
WITH ONE OF
THE GROUPS
ABOVE AND AT
LEFT. CANNES
YOU MAKE
THE RIGHT
CONNECTIONS?



VANTAGE

20 CIGARETTES

VANTAGE



PERFORMANCE COUNTS.
THE THRILL OF REAL CIGARETTE TASTE IN A LOW TAR.



9 mg. "tar", 0.7 mg. nicotine av. per cigarette by FTC method.

SURGEON GENERAL'S WARNING: Cigarette
Smoke Contains Carbon Monoxide.

The Norwegians are perfectly clear about their vodka.

Introducing
Vikin Fjord Vodka
from Norway.

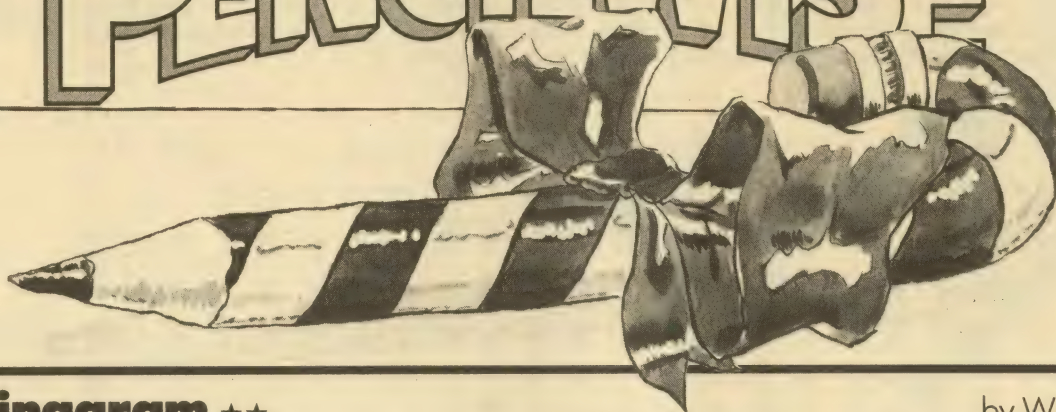
It's made with
pure, crystal-clear
water from the
untouched
glaciers of Arctic
Norway.

That is why
it is discernibly
smoother and
cleaner than any
vodka you've ever
tasted.

Vikin Fjord.
The glacial vodka
from Norway.

Introducing Vikin Fjord Vodka.





by Will Shortz

Answer Drawer, page 68

A

1					2	
				3		
		4				5
			6			
	7				8	
10			9			
			11			
13				12		

3

A blank 10x10 grid for graphing, consisting of 10 columns and 10 rows of squares. The grid is used for plotting the graph of the function $y = \frac{1}{2}x^2$ for x from -10 to 10.

C

I	I	N	L	D	Y	L
A	F	C	E	M	O	Y
I	I	P	F	T	P	O
I	N	S	O	F	U	O
N	A	O	T	S	O	L
E	O	W	H	N	S	D
I	O	E	L	O	A	O
N	R	N	B	D	R	S

D

[illegible]

A Gridiron Word Search

You shouldn't have much trouble tackling this word search. Hidden within the football terms below are 40 football terms, reading horizontally, vertically, and diagonally, but always in a

straight line. If for any reason you find yourself fumbling for a word, you'll find the complete solution in the Answer Drawer, page 64.

Y G U A R D O H
O U E E S N E F F O L A G O
T F T N A S B V E N P E N A L T Y E
A F F O D O T N I K S G I P B A O F U G N L
L H S O R E D R E O K C A B L L U F G B O T D O
G E I T U A N L C F O N G F F O D N A H D A E W Z I
T H D T N R E F E R E E S S A P L A R E T A L C M H O Y
E K E C E N T E R B D E A U T I A F A P E K I T N N
S S C U L H H E G Y Z O I I E T W E
R I L A G S D Y R O U G O T T A O T Y S B F F O E A
T O D I B I O U K C A B R E T R A U Q F I R S T A N D T E N
C T E W G W L I N E B A C K E R H G L D O W S F H N L G
E T L T N E G N I P P I L C R A B Y F F O K C I K O
G R I D I R O N U T F O R M A T I O N B U E C F
T R N A N R E K C I K E C A L P H R O A A H
E E D N I T E N O B H S I W H T R T
S U U D C O R N E R B A C K
R U S H I N G Y

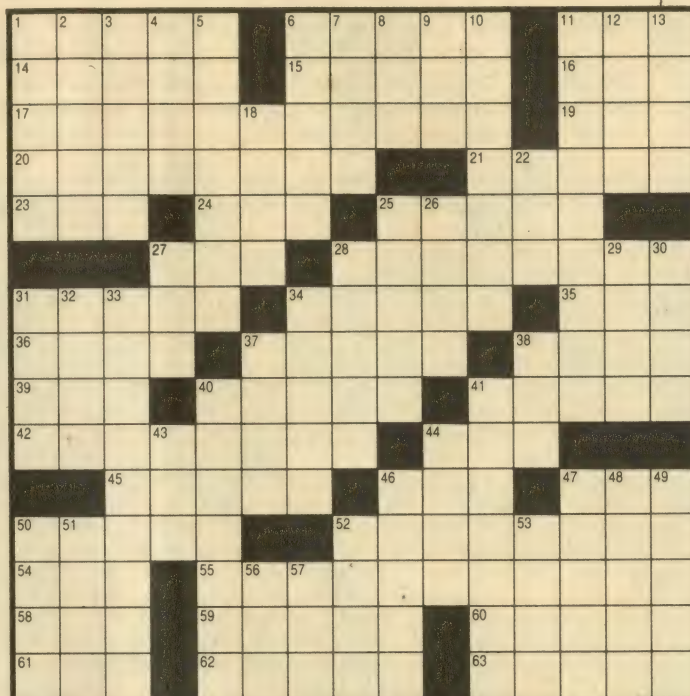
BLITZ	FIRST AND TEN	LATERAL PASS	RUSHING
CENTER	FOURTH DOWN	LINEBACKER	SAFETY
CLIPPING	FULLBACK	OFFENSE	SIDELINES
CORNERBACK	GOALPOSTS	OFFSIDES	T FORMATION
DEFENSE	GRIDIRON	PENALTY	TACKLE
DELAY OF GAME	GUARD	PIGSKIN	TIGHT END
END RUN	HALFBACK	PLACEKICKER	TIME OUT
END ZONE	HANDOFF	QUARTERBACK	TOUCHDOWN
FIELD GOAL	INTERCEPTION	REFEREE	WIDE RECEIVER
FIFTY-YARD LINE	KICKOFF	RUNNING BACK	WISHBONE

ACROSS

- 1 "To your health!" for one
6 West Point student
11 Santa's helper
14 Relative by marriage
15 Al Capp's "Li'l _____"
16 Be sick
17 Cinch: 3 wds.
19 Baltic or Mediterranean
20 Took dishonestly
21 Purchase all that's available: 2 wds.
23 Pen fill
24 "_____ folly to be wise"
25 Model airplane wood
27 Thumbs-up answer
28 Suitable for public debate
31 Happen
34 Alliances
35 Arafat's organization: Abbr.
36 Campus building
37 River's opening
38 Even, as a score
- 39 Number for solitaire
40 Shrewd
41 Devoutness
42 Attaining
44 Sleuth Spade
45 Bully
46 Old seaman
47 Actress Lupino
50 Colorado ski resort
52 Decreed
54 Wintertime "bug"
55 Architectural ornamentation
58 "_____ Wiedersehen"
59 Poet Dickinson
60 Actor Peter of *Casablanca*
61 Gridiron judge, for short
62 Jazz instruments
63 "Do Not _____" (street sign)
- 7 Alphabetic start
8 Hereditary factor
9 "A mouse!"
10 Increases threefold
11 Simple: 3 wds.
12 In _____ of (replacing)
13 Move one's wings
18 Elevator man
22 Ensign's employer: Abbr.
25 Loot
26 St. Louis landmark
27 "That's tasty!"
28 Hurled
29 "_____ a Song Go Out of My Heart": 2 wds.
30 Buffalo Bill's last name
31 Aroma
32 Part of a pine
33 Sissy: 2 wds.
34 Good-looking, as a lass
37 Common street name
38 The youngest Cratchit
40 Alters
41 Story with a moral
43 Average grade
44 One-time Iranian president Bani-_____

DOWN

- 1 Actress Hedren of *The Birds*
2 Burger topping
3 Smart _____ (wise guy)
4 Big bag
5 Woofer's partner
6 Sidewalk eateries



Answer Drawer, page 70

- 46 Cards above deuces
47 Not active, as a gas
48 "The Wreck of the Mary _____"
49 Viper
50 Some distance away
51 Turn on a pivot
52 Eye flirtatiously
53 Steel-making metal
56 "_____ Yankee Doodle dandy": 2 wds.
57 Veto

Now We're Cookin' ★

by Andrea Carla Michaels

The answer to each clue below is a word or name beginning with the letters P-A-N. For example, the clue "Sudden terror" would lead to the answer PANIC, while "Magnificent display"

would be PANOPLY. This quiz has both easy and hard clues; do you have the skillet requires?

Answer Drawer, page 68

1. Breakfast flapjack _____
2. Bearlike mammal _____
3. Food closet _____
4. Black leopard _____
5. Violetlike flower _____
6. She unleashed the evils _____
7. Beg on the street _____
8. Marcel Marceau's forte _____
9. Juror _____
10. Deep-dish apple pie _____
11. Canal site _____
12. Cure-all _____
13. Wild tumult _____
14. Insulin-secreting gland _____
15. Temple of the gods _____
16. Site of the Korean War peace talks _____
17. Comprehensive view _____
18. Long slender cigar _____

Making Connections ★★

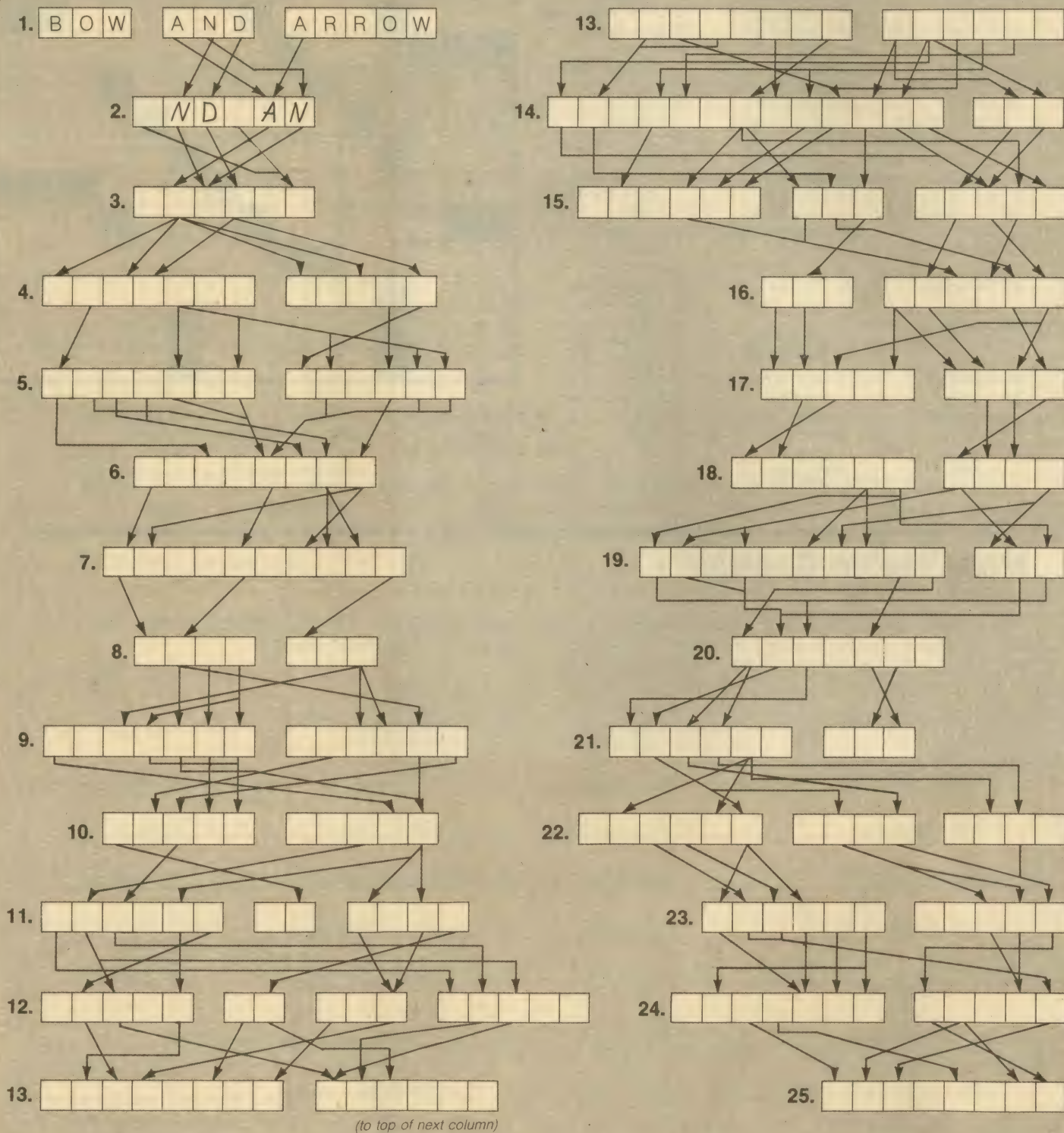
by Scott Marley

One thing leads to another in this puzzle, especially if you have a good imagination. The solution is a series of 25 words and phrases forming a chain of free associations. For example, a chain beginning with DECEMBER could proceed to CHRISTMAS, THREE WISE MEN, MARX BROTHERS, ANIMAL CRACKERS,

etc. Answers are entered one letter per box. Letters shared by adjacent answers are connected by arrows, which provide help from one step to the next. In some cases, links involve wordplay and/or unexpected leaps of the imagination, so keep your mind nimble.

Answer Drawer, page 70

Answer Drawer, page 70



GAMES GIFT SHOPPING MADE EASY

call our convenient toll free number to
order GAMES for all the special people on your
holiday gift list...Just charge it!

1st 1 year (12 issue) gift
\$15.97

Each additional gift
\$9.97

BILL ME

Name _____

Address _____

City _____ State _____ Zip _____

☐ Also enter or extend my own subscription at these low holiday rates.

SEND GIFT TO

Name _____

Address _____

City _____ State _____ Zip _____

List additional gifts on separate sheet and enclose

CHECK ONE ☐ Payment enclosed ☐ Bill me later
Charge to ☐ VISA ☐ MasterCard

Exp. Date _____

Acct. No. _____

Signature _____

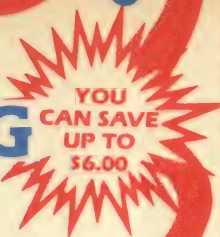
Orders received by Oct. 15 will start with our
Jan. issue. Orders received after Oct. 15 will
start with the following issue. You'll receive
GAMES gift cards to announce each gift.

For foreign and Canadian orders add
\$4.00 per subscription.

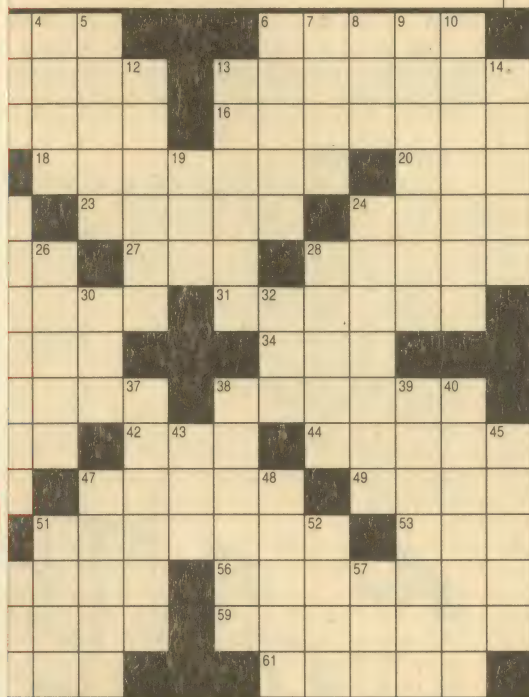
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Ext.300



WNS43



by Dorothea Shipp



stimuli 47 La ____ Vita
libile 48 Moral principle
51 Three-handed
card game

Answer Drawer, page 70

52 ____ good
example: 2 wds.
55 New Deal org.
57 Impair

by N.M. Meyer

e letter in each to get BIRCH, OAK, and PINE. No
of letters is necessary.

Answer Drawer, page 68

ICON

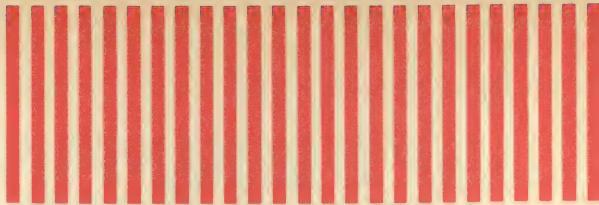
CRANIUM

2. SQUIRE	OPAL	ECLIPSE	8. SCORCH	GUN	WHISKER
3. PORCH	HEARING	TUNE	9. ANGLE	KNEW	GRIST
4. CROCKS	PHONY	DAILY	10. TICKLE	CANTER	FALLBACK
5. BRIDLE	WAIST	HEARTH	11. TANGY	BUSTLE	LITTERBUG
6. PARROT	PAISLEY	RAVISH	12. COLOR	DISH	BRACKEN

Making Connection

One thing leads to another in this puzzle, e have a good imagination. The solution is a se and phrases forming a chain of free associat ple, a chain beginning with DECEMBER CO CHRISTMAS, THREE WISE MEN, MARX BROTHERS, A

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



BUSINESS REPLY MAIL
FIRST CLASS PERMIT NO. 6484 DES MOINES, IOWA

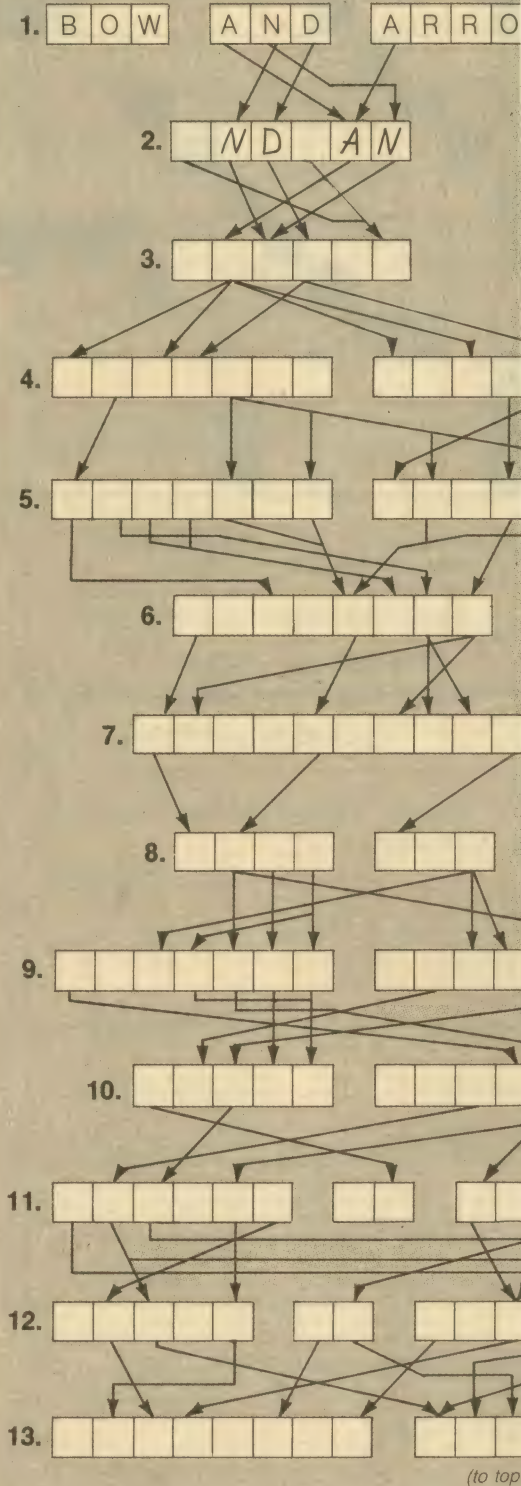
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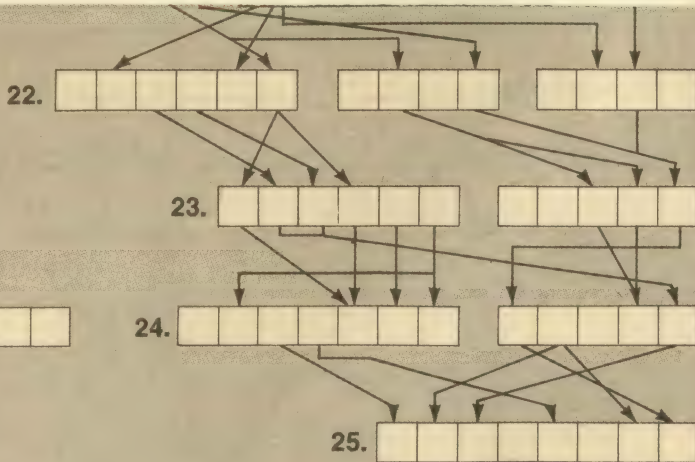
GAMES

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(to top of next column)



Border Disorder ★★

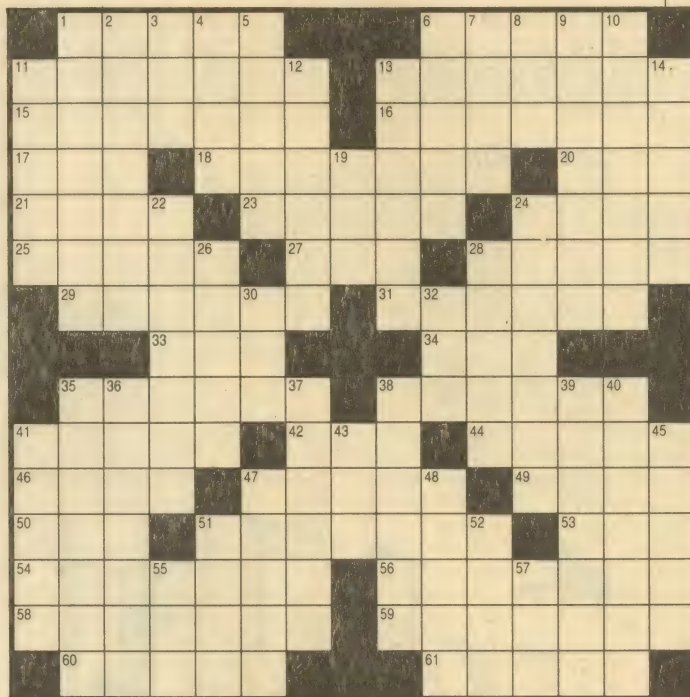
by Dorothea Shipp

ACROSS

- 1 Vestige
6 Supply the eats
11 Tweet
13 Devilish
15 Chameleon or cobra
16 To each his proper share: 2 wds.
17 Superlative suffix
18 Language expert
20 Blackguard
21 "___ Side Up"
23 Mob scenes
24 ERA or RBI
25 Right-hand men
27 Be in the red
28 Unabridged
29 Looking bedraggled
31 One way up
33 Storage place
34 Tavern
35 Exceeds 55
38 Transferred title to land
41 Not as usual
42 ___-eyed (drunk)
- 44 Philadelphia basketballer, for short
46 Summers, to Simone
47 *The Divine Comedy* author
49 Stare
50 slack-jawed
51 Set one's sights
51 Sites of many screw-ups
53 Indian's shoe, for short
54 Rustle
56 Lab worker
58 Men's closet fixture: 2 wds.
59 Shakespearean fairy queen
60 Jalopy
61 Insertion mark
- 5 Mathematician Leonhard
6 Supermarket vehicles
7 The gamut: 3 wds.
8 Roof material
9 Law maker
10 Religious ceremonies
11 Minotaur's grandmother, in Greek myth
12 Stop sign?
13 Treats maliciously
14 ___ blanche
19 Despondent
22 Navy builders
24 Big party
26 Aspen tourist
28 Grows dim
30 Purpose
32 Make a bow
35 Like most parodies
36 Prime minister
37 Sissy, of *The River*
38 Discover
39 Cross-question
40 Addition to a bank account

DOWN

- 1 "Don't give up ___": 2 wds.
2 NBC detective show
3 ___ Nouveau
4 Cheat



Answer Drawer, page 70

- 41 Respond to stimuli
43 Make an indelible impression?
45 Straight: Lat.
- 47 *La ___ Vita*
48 Moral principle
51 Three-handed card game
- 52 ___ good example: 2 wds.
55 New Deal org.
57 Impair

Presto Chango ★★

by N.M. Meyer

Change one letter in each of the three words in each line below to get three new words that are members of the same category. For example, given BIRTH, YAK, and PINT, you could

change a single letter in each to get BIRCH, OAK, and PINE. No rearrangement of letters is necessary.

Answer Drawer, page 68

1. AMPLE DEMON GRANGE

7. COOPER ICON CRANIUM

2. SQUIRE OPAL ECLIPSE

8. SCORCH GUN WHISKER

3. PORCH HEARING TUNE

9. ANGLE KNEW GRIST

4. CROCKS PHONY DAILY

10. TICKLE CANTER FALLBACK

5. BRIDLE WAIST HEARTH

11. TANGY BUSTLE LITTERBUG

6. PARROT PAISLEY RAVISH

12. COLOR DISH BRACKEN

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it. *Answer Drawer, page 68*

1. CRYPTOON

RAE WA XLHH XDL
*WAYLTSAT XDNX VM DL
KALZS'X PAIIEXL IR
LGLPEXVAS, V FVHH SLYLT
YAXL MAT DVI NWNVS!



2. PET PEEVE

L FPHWDJ QJPQFJ TDP MJJQ
BPKR. WDJU HVJ IPTHVBR
TDP DHXJG'W KPW WDJ
KSWR WP ALWJ QJPQFJ
WDJNRJFXJR. —*RWVLGBAJVK

3. THE SPICE OF LIFE

GHJWHY NDW LOGKL TGRLBK,
UBLRGXV, GHV XYOZLD WH
DZL DWR VWS ZL RXBOJ G
UGH MWX GOO LYGLWHZHSL.

4. YES, MASTER

BGP XRVZJ GRXD SFHWL,
STTWLWQ BZHVGV FZBM NP
VWHZW, RBYB TSL SHW
QSCWH XSLW FZBMWB.

5. BAD JUDGMENT

GRAPE *M*A QLMVFGCB,
BLLCRQU XRUX GPMRQUB,
TFQBMPQMEK BTXLYNEL DLBM
BXFVB PUPRQBM LPTX FMXLG.

6. SWEET-SMELLING

CHP RXRYPZ CV VPJDHDHP
TPWDRXRB CHRP KXN
AWXRDHQ WXMPHTPL NXRYPZ
DHZC WDHQPLDP TLXKPL.

7. SMOG-FREE

MZDGBWV-MVCWZ WTZ HR
*ZHMAD *XHKEBWTEG
NZHLTUCG TUCWV
CELTZHEXCEB RHZ PCWBSCZ
GBWBTHE.

TIPS AND CLUES

Cipher 1: A four-letter word that starts and ends with the same letter is often THAT.

Cipher 2: Ciphertext pattern QJPQFJ often represents PEOPLE.

Cipher 3: A three-letter word after a series of words set off by commas is often AND.

Cipher 4: Ciphertext W, which is the last or next-to-last letter in eight words, represents plaintext E. Bonus hint: T, the most common consonant in English, does not appear.

Cipher 5: Ciphertext B represents S. Note its high frequency as a first and last letter. Bonus hint: The fifth word is *not* THAT.

Cipher 6: Only one common word fits ciphertext pattern VPJDHDHP. Hint: P = E.

Cipher 7: The five vowels, A to U, are represented by C, H, K, T, and W, but not necessarily in that order.

by Mary Ellen Slate

The scene is a large metropolitan train terminal, where an act of terrorism has just occurred: An archer has fatally shot a Washington-bound diplomat from a tiny Arab emirate. As a witness, you could be a great help to the police, if your mem-

ory for details is good enough. Study the scene on this page for up to five minutes. Then turn the page for questioning. Once you turn, you will be relying solely on your memory of what you have seen.



Terminal Case (Part 2) ★★

Continued from Page 35

On the basis of your observation of the scene of the crime on the preceding page, answer the following questions. Then turn to the Answer Drawer, page 64, to see how you rate as a police witness.

1. What time is it?

2. What is the date?

3. Which train is scheduled to depart next on track 3?

4. Would the Arabs have made their train in time?

5. How many animals, either real or pictured, are visible in the scene?

6. What minor problem will the policeman encounter on his way to the victim?

7. How many cameras, real or pictured, are visible?

8. In what compass direction is the man in the cowboy hat heading?

9. What time will the next train arrive from Darien?

10. How many arrows are visible in the scene?

11. What did the victim drop when he was shot?

12. How many people, either real or pictured, are wearing glasses?

13. How many strings does the bass viol have?

14. Is today's lottery number tacked or taped to the post on the newsstand?

15. What infringement of the law is the man with ski gear guilty of?

16. Who is the assassin, and where is his weapon?

Body Works ★★

by Lola Schancer

The 15 words below carry a little unnecessary weight. Remove a letter from each, and then rearrange the remaining letters to spell the name of a part of the body. For example, the word PINCH, without the P, can be anagrammed into CHIN.

Write the dropped letter in the blank at the left and the answer word on the right. When the puzzle is complete, the extra letters will spell—reading in order from # 1–15—an appropriate phrase.
Answer Drawer, page 70

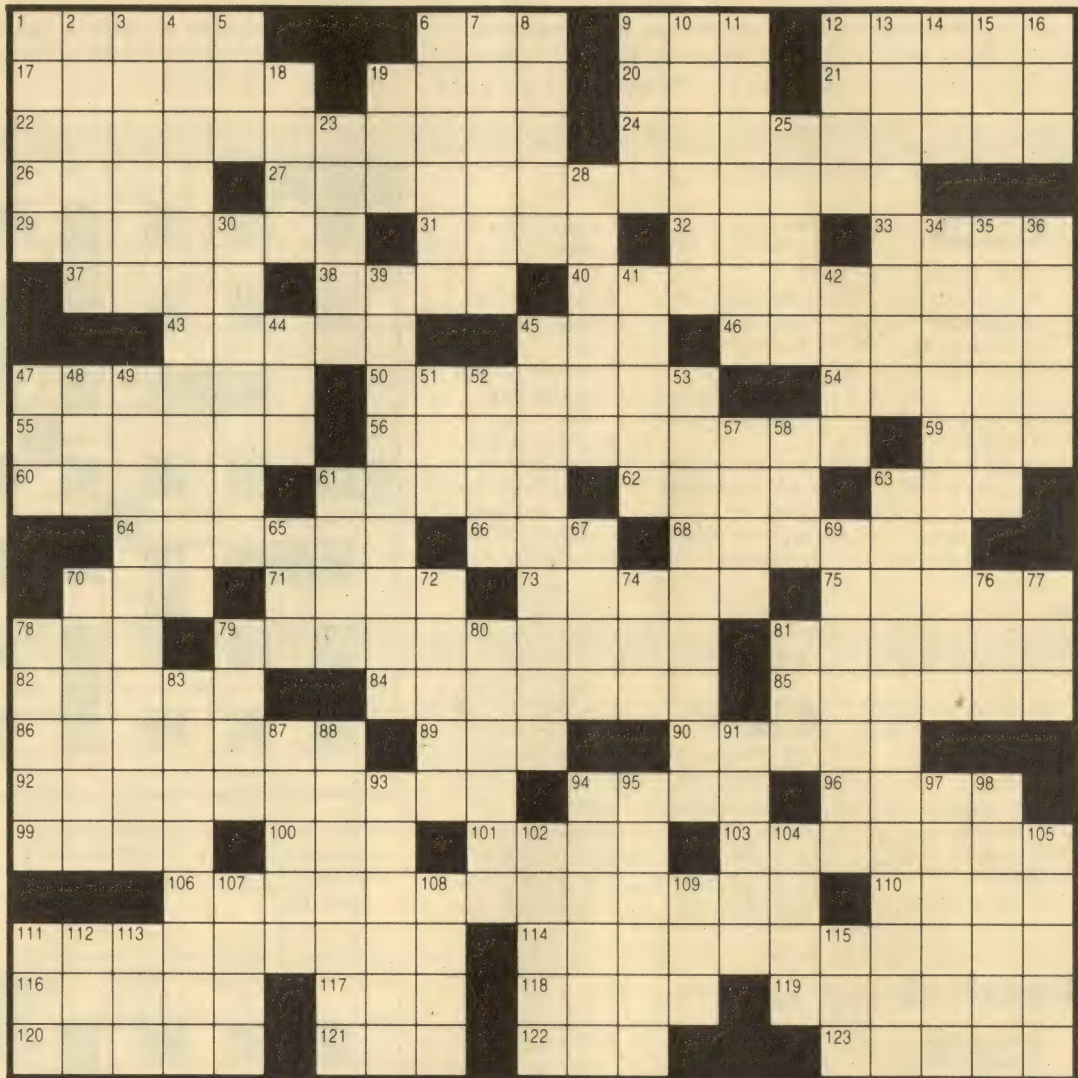
- | | |
|-------------------------------|--------------------------|
| <u>P</u> 1. PINCH <u>CHIN</u> | _____ 9. FATHER _____ |
| _____ 2. TOUGHEN _____ | _____ 10. ETHICS _____ |
| _____ 3. BINARY _____ | _____ 11. STONE _____ |
| _____ 4. SEEDILY _____ | _____ 12. UNDERARM _____ |
| _____ 5. VENIAL _____ | _____ 13. BEMOANED _____ |
| _____ 6. CLAMP _____ | _____ 14. SILVER _____ |
| _____ 7. GALE _____ | _____ 15. SHADE _____ |
| _____ 8. TWIRLS _____ | Answer: _____ |

Christmas Party ★★★

by Merl Reagle

ACROSS

- 1 Famous last words?
- 6 Toward the wake
- 9 Mel, of 511 homers
- 12 Racetracks
- 17 Yield favorable results
- 19 Sills solo
- 20 Tours street
- 21 Tricky traits
- 22 Baseball writer (*The Summer Game* et al.)
- 24 Paris pancake parlors
- 26 Pronounced
- 27 Distinguished "Dolly"
- 29 Moussorgsky's ____ *Bald Mountain*
- 31 Writer Birnback
- 32 Miller's morsel
- 33 Room enough to swing ____
- 37 Toast
- 38 James of *The Godfather*
- 40 Noted '60s drummer
- 43 Turn red, perhaps
- 45 Nabokov novel
- 46 International understanding
- 47 Artist Beardsley
- 50 Royal headbands
- 54 Air ace Rickenbacker
- 55 Trip souvenir?
- 56 Radio amateur-hour host
- 59 By all means
- 60 ____ forth
- 61 NORAD device
- 62 Breakers
- 63 TV hosts
- 64 One of Santa's eight
- 66 Genes material
- 68 Wholesale alternative
- 70 Girl's nickname
- 71 Reformer Jacob
- 73 "Where do ____?"
- 75 Workers at walkouts
- 78 ____-i-noor (famed diamond)
- 79 *Invasion of the Body Snatchers* actress
- 81 Earth hues
- 82 "I will not fight with ____": Shak.
- 84 Falls for a married woman?
- 85 Cheap pen, maybe
- 86 Part of TNT
- 89 Twosomes: Abbr.



- 90 Diamond pentagon
- 92 *The King and I* star
- 94 "Mother of the Gods"
- 96 Calamities
- 99 Eye woe: Var.
- 100 ____ glance
- 101 S-shaped molding
- 103 Backwoods "bandit"
- 106 He played Dr. No
- 110 Gold: Prefix
- 111 Upright
- 114 Late character actor
- 116 Fahd's folks
- 117 Author Kaufman
- 118 Type of resin or oil
- 119 Frank's comic strip partner
- 120 Approval
- 121 Kreskin's forte
- 122 Shoe size

123 ____ Amboy, NJ

DOWN

- 1 Stage section
- 2 New Zealand natives
- 3 Mesh, as gears
- 4 *The Girl from U.N.C.L.E.* co-star
- 5 Big ____ California
- 6 Space on a leaf
- 7 Complete, as crosswords
- 8 Bath powders
- 9 Movie whale
- 10 Excite
- 11 *I Was A ____ Werewolf*
- 12 Zoologist Sir Robert ____
- 13 Had divergent branches
- 14 Poetic pugilist
- 15 Chrysler's lacocca
- 16 Villain's "welcome"
- 18 Juarez snack
- 19 Part of USDA: Abbr.
- 23 FDR veep John ____ Garner
- 25 Climber's spike
- 28 More challenging
- 30 Tests, as trousers
- 34 *American Graffiti* actress
- 35 Shaw and namesakes
- 36 Holiday buys
- 39 *Robin ____* ('76 film)
- 41 Sonnet segments
- 42 Holy ladies: Fr., abbr.
- 44 Joe-____ weed
- 45 Decorations on 36-Down, e.g.
- 47 Sahara garment

- 48 Grecian relic
- 49 "That'll Be The Day" singer
- 51 Year in Augustus's reign
- 52 Open, a bit
- 53 Morsel for a grouch
- 57 Songbird
- 58 Salamander
- 61 Prop for 64-Across
- 63 *Sleuth* co-star
- 65 New Deal org.
- 67 Pet of the whodunits
- 69 Pious hermit
- 70 Quit, slangily
- 72 Purloin
- 74 Comparative ending
- 76 Country contest
- 77 Uzbek or Ukraine: Abbr.
- 78 Nicknames for colleens
- 79 64-Across, for one
- 80 Peter of Peter, Paul & Mary
- 81 Spanish wave
- 83 Garage orders
- 87 Big African lake
- 88 Famed rescue site
- 91 Calif. athlete
- 93 Italian port
- 94 Do a shoe job
- 95 A giggle
- 97 Aperture with slanted slats
- 98 Most miffed
- 102 Typical soldier
- 104 Clear ending?
- 105 Needle's direction
- 107 Estimator's words
- 108 Beatles movie
- 109 L-P contents?
- 111 Possesses
- 112 ____ pro nobis
- 113 "Thumbs down" vote
- 115 Alliance: Abbr.

Answer Drawer, page 64

Cryptic Crosswords ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

Answer Drawer, page 66

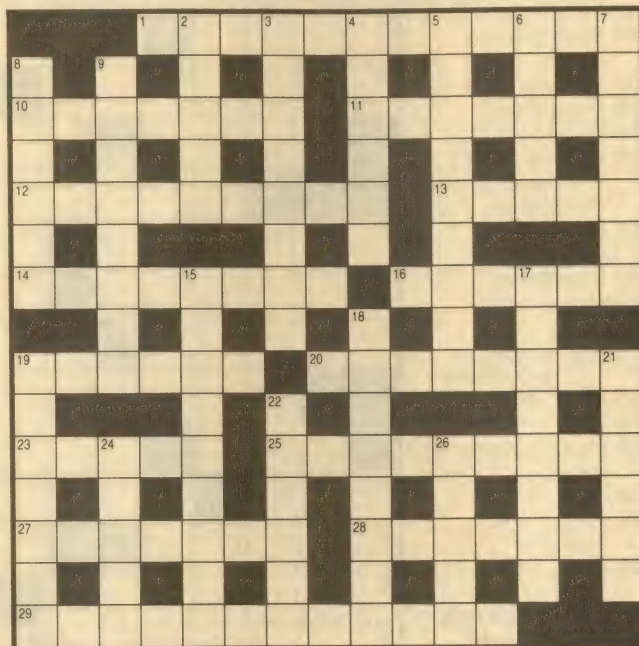
Puzzle 1 by Frances Yang

ACROSS

- 1 Ally in Yalta disturbed about conference's beginning in a critical manner (12)
 10 Invents a secret concoction (7)
 11 Stylish British princess in U.S. state (7)
 12 Santa's home, failing to help Ron (5,4)
 13 A Communist left; nine returned (5)
 14 Basking in rays outside of Trinidad's capital is marvelous (8)
 16 Talked excitedly, having campaigned with Kennedy (6)
 19 Joining head of federal employment (6)
- 20 Newcomer startled farm hens (8)
 23 Protection from Cupid capturing Paris's heart (5)
 25 Gloomy board game interrupted by obscene leer (9)
 27 Time and trouble making chocolate candy (7)
 28 Maximum in sex? Tremendous (7)
 29 Lunatic counts on it—it is an American document (12)
- 5 Luxury cars for rascal with exotic lilacs (9)
 6 Be inclined to have right master (5)
 7 Longed for year-end reveling (7)
 8 Said to detect perfumes (6)
 9 Huge bras ruined tight embraces (4,4)
 15 Inn for top bananas is not making money (9)
 17 Monkeyed around with innards of volt-ampere detector (8)
 18 Shortest cheese celebration? (8)
 19 French caper is out of control (7)

DOWN

- 2 Nick lifted weight a half-inch? (5)
 3 Rodeo work in Dallas—so ingenious (8)
 4 Wraps up victory in uphill set (6)



- 21 Holy man, in necessity, made a home (6)
 22 Emphasize current value of copper? (6)
 24 Hear Dawn grieve (5)
 26 A riot blown out of proportion (5)

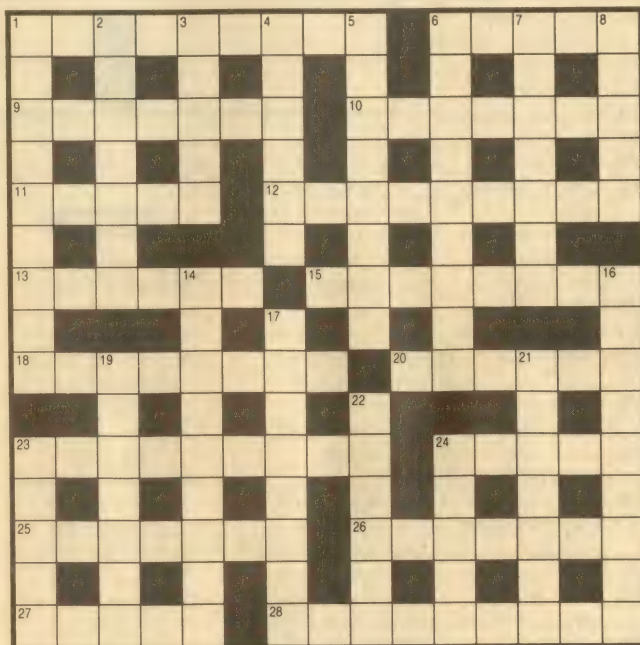
Puzzle 2 by Mike Shenk

ACROSS

- 1 Unbelieving man is in loft (9)
 6 "Sports Summary" turns to horse (5)
 9 Buckled to power boat attachment (7)
 10 Faint frown worn by fool (4,3)
 11 Some lunatic takes five game turns (5)
 12 Sweethearts eating salamander hash? (9)
 13 Cast's seat at audition (6)
 15 Unreasonable price set for concert income (8)
 18 John Wayne movie about cattle herder (3,5)
 20 Give cues in play, filling small part (6)
- 23 Bond follows incomplete plan in assignment (9)
 24 Launched appeal at peace organization (5)
 25 Fruit to put around a harp player? (7)
 26 Intolerant one got into bed (7)
 27 Singing group turning to rounds and the like (5)
 28 Work independently in European country, catching fish (4-5)
- 4 Soprano left wearing tattered beret (6)
 5 Face up to perverse predilection (3,2,3)
 6 Gunman committed a robbery in the middle of dock (9)
 7 Couples developed photo (5-2)
 8 Tries ruining ceremonies (5)
 14 Healthy bread sandwiches feature chicken cuts (5,4)
 16 "Upset," for example, means "irritate" (3,2,4)
 17 We rose up from horror movie character (8)
 19 TV cop show is sadly taken for granted (7)

DOWN

- 1 Airplane gauge to adjust, including clock (9)
 2 We can ride in float at any rate (7)
 3 Tax collector holding on to bonds (5)



- 21 Not one stone is overturned in sizable blast (7)
 22 Firm takes head of subsidiary on board (6)
 23 Court occupation, in part (5)
 24 Cabbage leaves covering round roll (5)

Puzzles from Down Under ★★

by Steve Zervos

These problems have two things in common: They all come from Australia, and they all test logic in novel ways. The au-

thor writes a column called "Zervos' Mindbender" in the monthly *Scientific Australian*.
Answer Drawer, page 64

SAY WHEN!

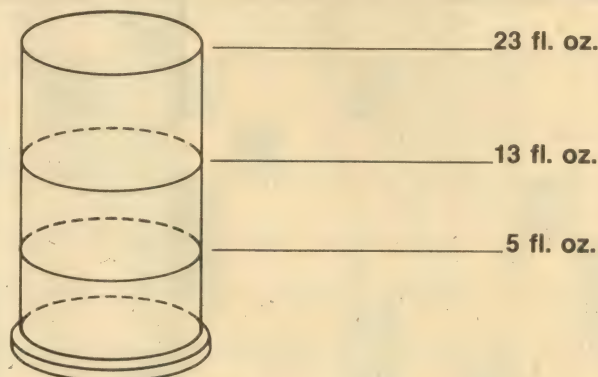
Professor Parsimonious has a cylindrical measuring glass with a maximum capacity of 23 fluid ounces.

He has had it for a long time—so long, in fact, that all but the 5 and 13 fluid ounce graduation marks have been rubbed off it.

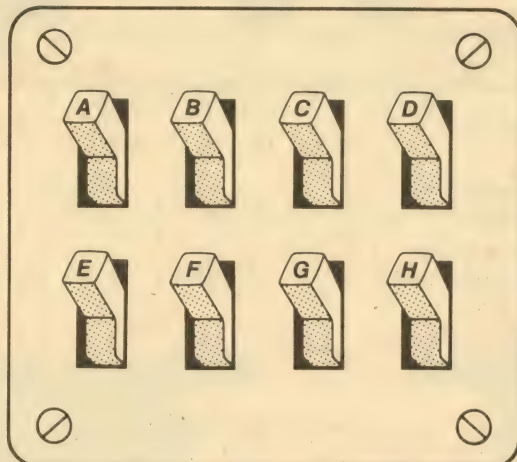
Still, the Professor makes do. When he recently needed 31 fluid ounces of a liquid that he had just distilled, he produced the amount using only three measurements—twice filling the glass to the 13 mark and once to the 5.

Then, after a moment's pause, the Professor realized he could get 31 fluid ounces in only two measurements.

Since no combination of the still visible graduation marks will give the required volume of liquid in two measures, how did the Professor perform this seemingly impossible feat?



SWITCH PLAY



Sir Plutus Cratt has just had one of those newfangled electronic wall safes installed in his study. In place of the usual combination lock and dial, it has eight ordinary up-down switches labeled A to H as shown.

The instructions that came with the safe are simple enough. To open it, all Sir Plutus has to do is set each switch either up or down so that each of the following conditions is true:

1. Neither B nor C is the same as D.
2. G is down only if E is not the same as H.
3. A and G are different if (but only if) E and G are in the same positions.
4. G is down if D is down, but G is up if B is down.
5. D is up, unless E is the same as F.
6. A is not the same as B if either A or E is down.
7. A, F, and G are not all the same.

It may or may not confuse the burglars, but it has certainly confused Sir Plutus. How should he set the switches to open the safe?

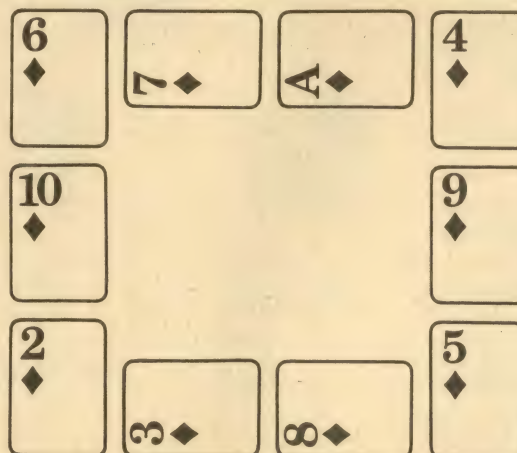
SQUARE DEAL

Black Jack took all the cards from the ace up to the 10 of diamonds and arranged them in a square as shown.

The pip values of the cards on each of the four sides of the square, including the corners, added up to the same number—18. (Ace counts as 1.)

Black Jack was admiring the layout when Diamond Lil reached over his shoulder and rearranged the cards so that the pip totals on each side still were equal, but now added up to the highest possible number.

What was it?



Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 64*

1N	2A	3V	4B	5G	6P	7R	8M		9L	10O	11C	12G	13S	14K	15J		16F	17B		18A	19S	20E	21T
22G	23V	24H	25N		26Q	27U		28O		29R	30I	31G	32A	33T	34V		35P	36D	37O		38M	39R	40W
41X	42F	43A	44P	45K	46E		47G	48Q	49B	50I		51R	52C	53D	54F	55L	56O	57U	58A	59E	60P		61J
62C		63S	64D	65H	66W	67G		68B	69E	70N	71A		72V	73J		74G	75H		76F	77B	78M	79X	80V
	81D	82O	83J	84A	85C	86X		87R	88G	89Q	90L	91F		92B	93V	94P	95N	96C		97E	98K	99C	100B
	101I	102J	103S		104O	105L	106X	107R	108F	109M		110N	111D		112Q	113R		114B	115V	116A	117C	118M	119N
120Q	121K		122T		123A	124X	125G		126E	127V		128H	129D	130M	131P	132W	133A		134F	135C	136J	137S	
138B	139I	140O		141W	142F	143Q	144P		145R	146H	147L	148I	149J	150B	151F		152M	153N	154B		155D	156U	157K
158W	159V	160N		161O	162S	163E	164X	165C	166Q	167G		168J	169X	170U		171S		172L	173J	174D		175S	176Q
177O	178R		179M	180S	181N	182R	183J	184C		185M		186B	187A	188K	189R	190U	191E	192H	193W	194G	195T	196I	

A. Sharing of features

187 18 32 123 2 71 43 84 58

116 133

B. U.S. nature photographer (1886-1958; 2 wds.)

150 154 138 49 77 92 68 100 186

4 114 17

C. Gives new life to

184 85 99 117 52 135 11 165 96 62

D. Coarse woman—who carps a lot?

81 129 155 36 174 64 111 53

E. Racetrack underdog (2 wds.)

191 126 59 97 46 69 163 20

F. Concluding commentary of a book

16 134 42 142 91 76 108 54 151

G. Not softened or lessened

194 125 22 74 47 12 167 5 67

88 31

H. Nasty cuts

65 146 24 192 128 75

I. Area before a fireplace

139 196 30 148 50 101

J. Complete, as a biography

15 183 168 149 83 61 73 102 136 173

K. Greek goddess of wisdom

98 121 188 14 45 157

L. Over there

55 105 172 9 90 147

M. Clytemnestra's husband

152 130 185 118 8 38 179 78 109

N. 1940 Richard Wright novel (2 wds.)

95 181 25 119 1 70 160 110 153

O. Easily excited

10 177 140 56 82 37 104 28 161

P. Hoping

35 6 144 131 44 94 60

Q. Freud's "death instinct"

143 48 26 166 112 89 176 120

R. "Holy" realm of old (2 wds.)

182 189 145 39 113 178 29 87 107

7 51

S. Parts of a Walkman

180 171 63 19 175 162 13 137 103

T. The largest of seven

33 195 21 122

U. Comedian Martin, formerly of *Saturday Night Live*

27 57 190 170 156

V. Spiritually elevating

93 115 3 23 127 159 72 34 80

W. Englishman's "You bet!"

158 40 141 66 132 193

X. South Dakota city

86 124 41 164 106 169 79

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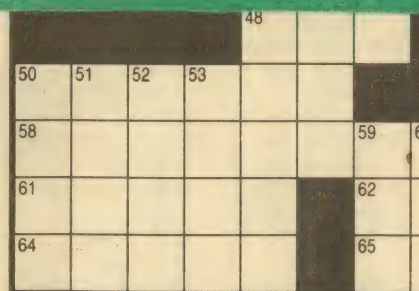


by Stephanie Spadaccini



- 34 Abominable Snowmen
- 35 Negri, of the silents
- 37 The hang of it
- 39 Newton ingredients
- 40 Change for the better
- 42 "Nasty" Nastase
- 43 Cuban revolutionary
- 44 Baseball team's mascots?
- 48 Not pos.
- 49 Princess's problem
- 50 H.G. Wells's "___ of the Worlds"

- 6 Sign on the dotted line
- 7 National Gallery architect
- 8 Within the law
- 9 Word of woe
- 10 After-dinner treat
- 11 Portend
- 12 Start to wake
- 14 1979 Steve Martin movie
- 17 Eye dropper
- 18 Type of tide
- 22 Coined money
- 23 Handled the situation
- 24 Bouquet
- 25 Brazilian seaport
- 26 Getting in shape, with "up"



Time limit: 15 minutes

- 27 "Take ___" ("Get lost!")
- 28 Pershing's command: Abbr.
- 29 City west of Schenectady
- 30 Tourist spot

- 31 Snaky curves
- 36 Beach Boys' "Barbara ___"
- 38 Follows, as rules
- 41 Cousin of Dallas
- 45 Related to planes

- 46 Office asst.
- 47 Drive-in waitress
- 50 1954 sci-fi flick
- 51 Take on
- 52 Quiche ingredients
- 53 "___ on first?"
- 54 Ages and ages

- 55 "___ Rock" (Simon and Garfunkel song)
- 56 Coffin stand
- 57 Crossword bird
- 59 Intimidate
- 60 Miss Hogg

Answer Drawer, page 67

Double Cross ★★

Answer the clues for words to be entered in the grid. Then transfer the letters on the correspondingly numbered squares in the grid to the grid, reading from left to right. Black squares are indicated by black squares in the grid.

1N	2A	3V	4B	5G	6P	7R	8M
22G	23V	24H	25N		26Q	27U	
41X	42F	43A	44P	45K	46E		47G
62C		63S	64D	65H	66W	67G	
	81D	82O	83J	84A	85C	86X	
	101I	102J	103S		104O	105L	106X
120Q	121K		122T		123A	124X	125G
138B	139I	140O		141W	142F	143Q	144P
158W	159V	160N		161O	162S	163E	164X
177O	178R		179M	180S	181N	182R	183J

A. Sharing of features 187 18 32 123

B. U.S. nature photographer (1886-1958; 2 wds.) 150 154 138 49 7

C. Gives new life to 184 85 99 117 5

D. Coarse woman—who carps a lot? 81 129 155 36 17

E. Racetrack underdog (2 wds.) 191 126 59 97 46 69 163 20

F. Concluding commentary of a book 16 134 42 142 91 76 108 54 151

G. Not softened or lessened 194 125 22 74 47 12 167 5 67

H. Nasty cuts 65 146 24 192 128 75

I. Area before a fireplace 139 196 30 148 50 101

J. Complete, as a biography 15 183 168 149 83 61 73 102 136 173

K. Greek goddess of wisdom 98 121 188 14 45 157

R. "Holy" realm of old (2 wds.) 182 189 145 39 113 178 29 87 107
7 51

S. Parts of a Walkman 180 171 63 19 175 162 13 137 103

T. The largest of seven 33 195 21 122

U. Comedian Martin, formerly of *Saturday Night Live* 27 57 190 170 156

V. Spiritually elevating 93 115 3 23 127 159 72 34 80

W. Englishman's "You bet!" 158 40 141 66 132 193

X. South Dakota city 86 124 41 164 106 169 79

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Still C-H-A-M-P

It's now two down for Rebecca Kornbluh (right). The 34-year-old tapestry weaver from Mundelein, Illinois, outcrossed 252 other solvers last August in New York City to win her second consecutive GAMES Magazine/Merriam-Webster U.S. Open Crossword Championship. Her prizes: \$1,500, a Merriam-Webster dictionary, and a pencil slightly taller than she is.

Puzzlers at the all-day finals labored over five crosswords, including an audio puzzle with taped clues from Paganini to Dr. Ruth Westheimer. Solvers also grappled with devilish puns. Some favorites: "Show stoppers"—ADS. "Height of fashion"—HEM. "Site of many flights"—STAIRS.

The tournament climaxed with a playoff puzzle (see page 43) among the top three contestants. Kornbluh, in second place before the playoff, solved the puzzle perfectly in 8 minutes 29 seconds to clinch the cham-

pionship. Ellen Ripstein finished in 11:02 to place second. Third prize went to 1982 champion Stanley Newman, who completed the puzzle in just 5:47 but made one mistake.

Three championship puzzles follow. Directions for scoring appear in the Answer Drawer, page 67. —W. S.

The Top 10 Finishers

1. Rebecca Kornbluh Weaver
2. Ellen Ripstein Statistician
3. Stanley Newman Wall St. executive
4. David Rosen Mathematics teacher
5. Robert Carroll Soc. Sec. employee
6. Martha Browne Editor/writer
7. Thomas Fuller Attorney
8. John Chervokas Magazine editor
9. Dave Kaplan Stamp dealer
10. Joel Darrow Investment advisor



Two-Act Shows ★★

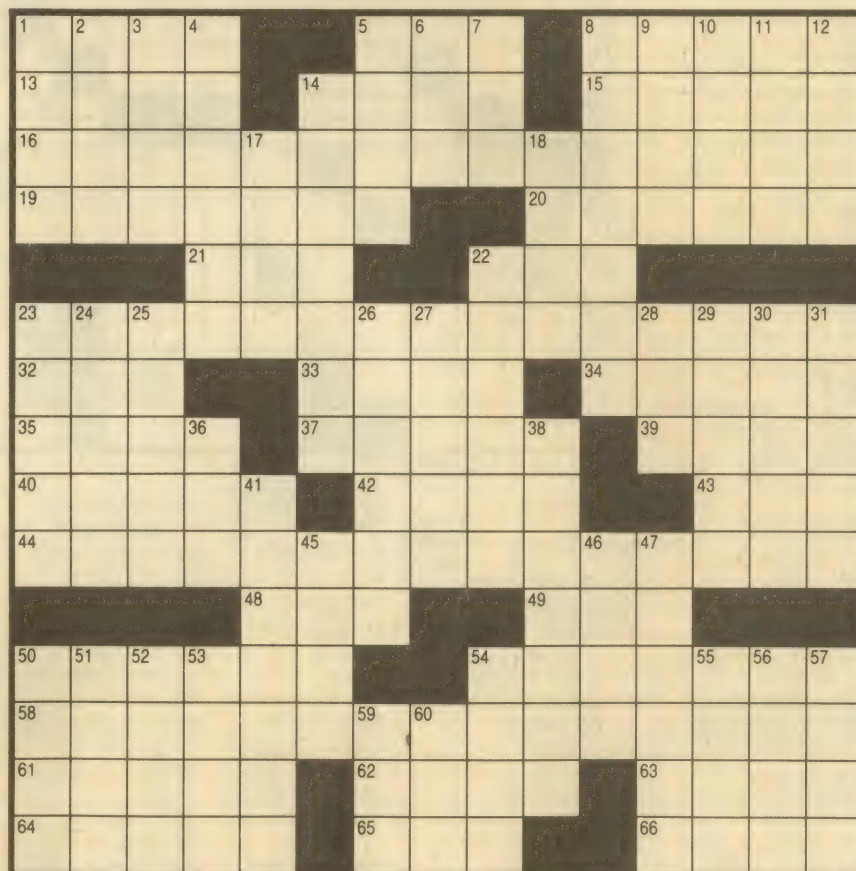
by Stephanie Spadaccini

ACROSS

- 1 Horse hair
- 5 Nerd
- 8 Innocents
- 13 James Bond's alma mater
- 14 Ditty
- 15 Poet T.S.
- 16 Romantic triangle in the French court?
- 19 Orbital highpoints
- 20 Spring break holiday
- 21 Rank above Capt.
- 22 Gal of song
- 23 Sound from a nightclub audience?
- 32 Miner's quarry
- 33 One-time Poet Laureate Nicholas
- 34 Abominable Snowmen
- 35 Negri, of the silents
- 37 The hang of it
- 39 Newton ingredients
- 40 Change for the better
- 42 "Nasty" Nastase
- 43 Cuban revolutionary
- 44 Baseball team's mascots?
- 48 Not pos.
- 49 Princess's problem
- 50 H.G. Wells's "___ of the Worlds"
- 54 Attribute
- 58 Concern at a jet-set beauty parlor?
- 61 Rye fungus
- 62 Book subtitled *A Narrative of Adventures in the South Seas*
- 63 Harbinger
- 64 Frowzy
- 65 Looking peaked
- 66 Trim

DOWN

- 1 Prefix with bucks or tons
- 2 Eagerly expectant
- 3 "It won't work"
- 4 Mystery
- 5 Club income
- 6 Sign on the dotted line
- 7 National Gallery architect
- 8 Within the law
- 9 Word of woe
- 10 After-dinner treat
- 11 Portend
- 12 Start to wake
- 14 1979 Steve Martin movie
- 17 Eye dropper
- 18 Type of tide
- 22 Coined money
- 23 Handled the situation
- 24 Bouquet
- 25 Brazilian seaport
- 26 Getting in shape, with "up"



Time limit: 15 minutes

Answer Drawer, page 67

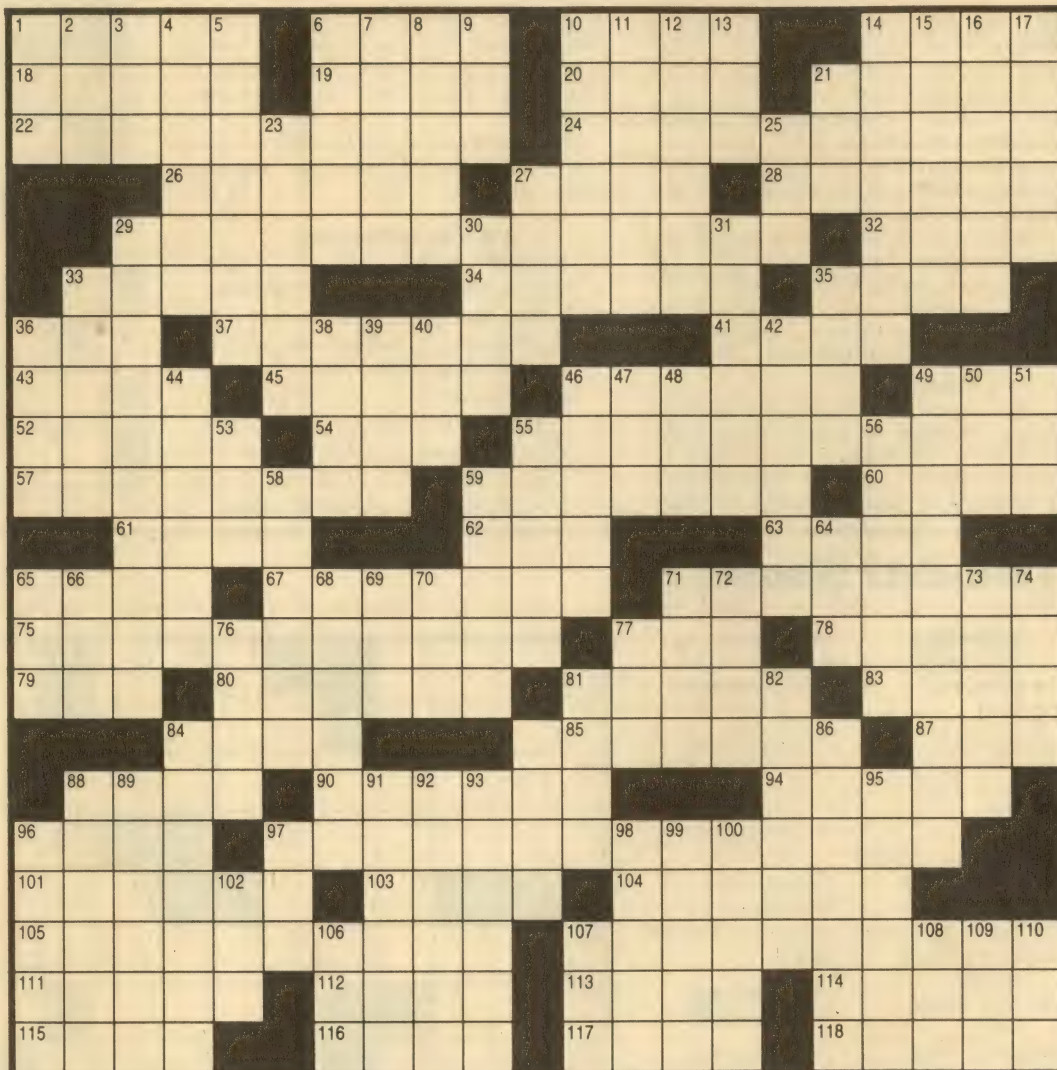
- | | | | |
|------------------------------|-------------------------------|-----------------------|--|
| 27 "Take ____" ("Get lost!") | 31 Snaky curves | 46 Office asst. | 55 "___ Rock" (Simon and Garfunkel song) |
| 28 Pershing's command: Abbr. | 36 Beach Boys' "Barbara ____" | 47 Drive-in waitress | 56 Coffin stand |
| 29 City west of Schenectady | 38 Follows, as rules | 50 1954 sci-fi flick | 57 Crossword bird |
| 30 Tourist spot | 41 Cousin of <i>Dallas</i> | 51 Take on | 59 Intimidate |
| | 45 Related to planes | 52 Quiche ingredients | 60 Miss Hogg |
| | | 53 "___ on first?" | |
| | | 54 Ages and ages | |

Drop Me a Letter ★★

by Maura Jacobson

ACROSS

- 1 Do ironing
- 6 City in Alaska
- 10 Duty list
- 14 "___ it the truth!"
- 18 Star quality
- 19 Sharif of films
- 20 Skater Heiden
- 21 Of an arm bone
- 22 Cold actor?
- 24 Actor who committed matricide?
- 26 Smudged-looking
- 27 Baseball's Speaker
- 28 Papal vestments
- 29 Inventor of rubber hearing aids?
- 32 Job privilege
- 33 1971 Jane Fonda film
- 34 1984 author
- 35 Heads-or-tails maneuver
- 36 See 72-Down
- 37 Cost of flying
- 41 "___ go brag"
- 43 Notch made by a saw
- 45 Actress Keaton
- 46 Measured, in a way
- 49 Call from the Titanic
- 52 "Bombs bursting ___"
- 54 Porky's place
- 55 Theatrical religious leader?
- 57 Comic who wrote a sequel to *I, Claudius*?
- 59 O'Hara's *Appointment in* ___



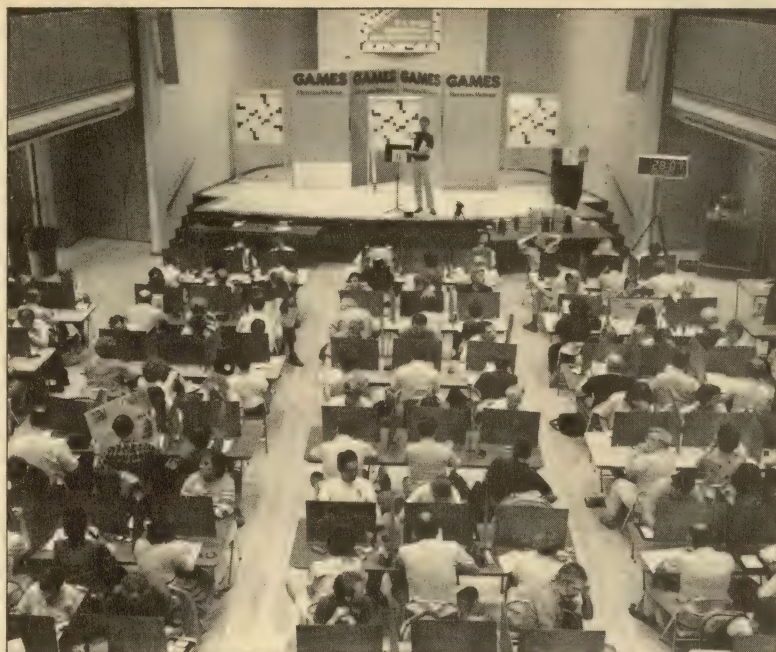
Time limit: 40 minutes

Answer Drawer, page 67

DOWN

- 60 One of the Truk Islands
- 61 Cupid
- 62 Sharp cold
- 63 Believers
- 65 Ending for Rock or cigar
- 67 Leather factory
- 71 Newsman with status?
- 75 Composer of *Yangtze Doodle Dandy*?
- 77 Charlton's Ben
- 78 Booster rocket
- 79 Book before Exod.
- 80 From time immemorial
- 81 1970s talk-variety show
- 83 "Able was I ___ saw Elba"
- 84 Worse than a fibber
- 85 Unfilled orders
- 87 Neighbor of Mo.
- 88 Feds
- 90 Storeroom
- 94 Ancient flasks
- 96 Film pioneer
- 97 Athlete who sang "I've Got You Under My Ski"?
- 101 Star of the Aquila constellation
- 103 Outscore
- 104 Spanish hotel
- 105 Actress who needs penicillin?
- 107 Mafia's favorite poet?
- 111 Adams and Sedgwick
- 112 Actor Danny
- 113 Thrice minus twice
- 114 Impoverished
- 115 M.D.s
- 116 Natives: Suffix
- 117 Keats feats
- 118 Report card info
- 17 *East of Eden* family name
- 21 Nasser land: Abbr.
- 23 Sea nymph
- 25 Not vert.
- 27 Ripped
- 29 Red Cross majorette?
- 30 Injure a matador
- 31 Acidic liquid from a brew
- 33 New Hampshire city
- 35 Shipshape
- 36 Read on the run
- 38 Skate on thin ice
- 39 Domino or Waller
- 40 "Have you ___ wool?"
- 42 Stay on
- 44 Less flabby
- 46 Walking funny
- 47 ___ Khan
- 48 Clock, in Bonn
- 49 Author of "Love Me or Love Me"?
- 50 Songwriter Yoko
- 51 Cpl.'s superior
- 53 Pooh's friend
- 55 Wee one
- 56 Power failure
- 58 Nicaragua's Daniel
- 59 Golf's "Slammin' " Sam
- 64 Madrid Mrs.
- 65 Henney product
- 66 Golfbag item
- 68 Fine imposed by a judge
- 69 51-Down, e.g.
- 70 Stanley Cup grp.
- 71 Immerse, as a doughnut
- 72 Large Russian lake, with 36-Across
- 73 Virgil hero: Var.
- 74 Umbrella weather
- 76 Put on weight
- 77 Barfly's interjection
- 81 Computer input
- 82 Oriental tobacco pipe
- 84 Actor who voted yes?
- 85 Pants accessory
- 86 Drifting along
- 88 Ohio lake port
- 89 Measurement system
- 91 Experiment subject, perhaps
- 92 Cyclops feature
- 93 Art scenes, for short
- 95 Silver worker
- 96 Disabled
- 97 Last year's sophs
- 98 "___ at 'em!"
- 99 "La ___ Vita"
- 100 Sen. Kefauver
- 102 They: Fr.
- 106 Ring decision
- 107 Go courting
- 108 ___ culpa
- 109 Try for a total
- 110 Comedian Louis

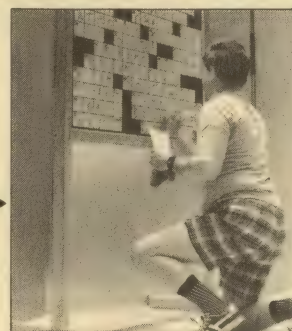
U.S. OPEN CROSSWORD CHAMPIONSHIP



Finalists from 25 states and Canada ranged in age from 21 to 77. ▲



▲ Contestants competed on five brow-furrowing puzzles, earning points for accuracy and speed.



Third-place finalist Stanley Newman, dressed comfortably for the playoff puzzle (below), tripped up at 16-Across. ▶

For the Title ★★★

by Merl Reagle

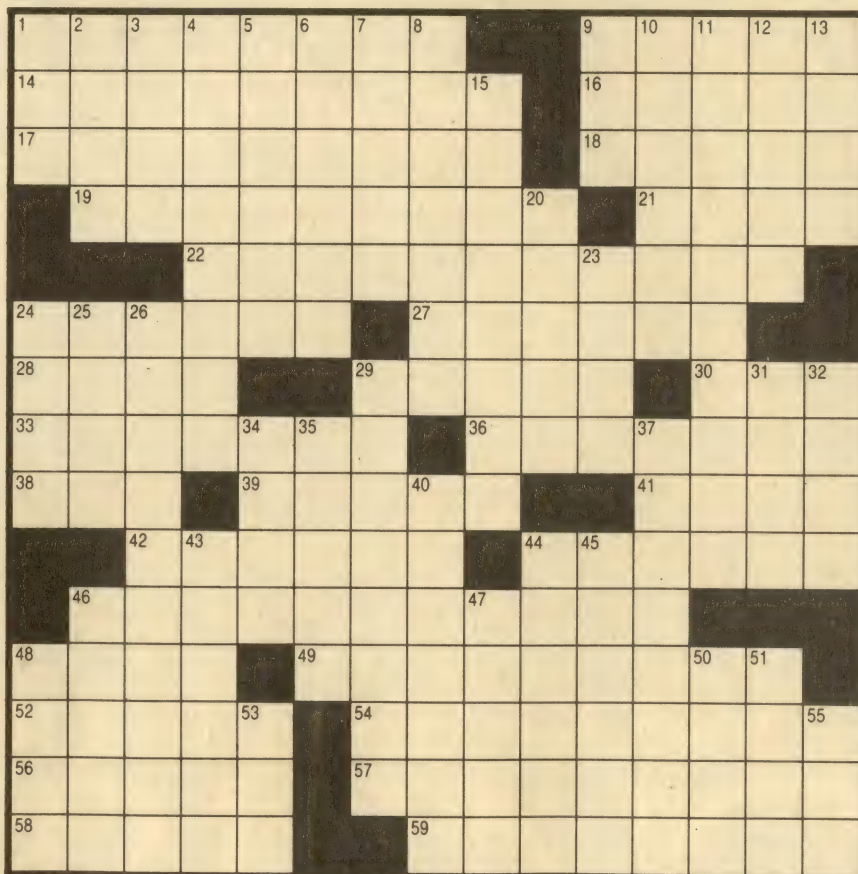
ACROSS

- 1 Problem faucets
- 9 Color between red and green
- 14 Baseball's Peter
- 16 One way to get information
- 17 Santana hit, 1971
- 18 He was hard on the Moors
- 19 Soviet hard-liner
- 21 Eisenhower and Turner
- 22 In spite of what you just said
- 24 Fall guy
- 27 Points of pronunciation?
- 28 Author Morrison
- 29 Miserere, e.g.
- 30 Fine
- 33 Home—where the art is?
- 36 Arietine
- 38 Took revenge on
- 39 Baby bird?
- 41 Where Perry beat the British, 1813
- 42 "Green, Green Grass ____" (Tom Jones song)
- 44 Bunch
- 46 $2x^2 + 7x + 3$, and kin
- 48 Terza ____ (verse form)
- 49 Betsy Ross activity
- 52 Quitter's excuse
- 54 Test takers
- 56 T, in radio communications

- 57 Best-costume Oscar?
- 58 Up to the present time
- 59 "Stop!"

DOWN

- 1 One and one
- 2 Fernando and Alejandro
- 3 "Sure you are ..."
- 4 Essence of some nuts
- 5 Introductory part
- 6 Stole material
- 7 First name in TV programming
- 8 Kind of dance
- 9 *Fables in Slang* author
- 10 Environment
- 11 Involving intrigue
- 12 Abel and Wiesel
- 13 Guns or getaway cars
- 15 Military stripe
- 20 ____ thing or two (scold)
- 23 Colorado governor Richard
- 24 Sans spouse
- 25 Who bit Miss Gulch
- 26 Bit of overindulgence
- 29 Ran ads for
- 31 Dust Bowl refugee
- 32 Poet's ship
- 34 Goopy and yucky



Time limit: 15 minutes

Answer Drawer, page 67

- | | | | |
|----------------------------------|------------------------|---------------------|--|
| 35 College collars | 43 Part of an I-beam | 46 Column divisions | 51 Mountains' Mr. X |
| 37 Turned down | 44 All-consuming game? | 47 Author Calvino | 53 Dram, in a pub |
| 40 Did final work on a recording | 45 "Java" trumpeter | 48 Singer Coolidge | 55 Took a test, or the test that's taken |
| | | 50 A real keno town | |

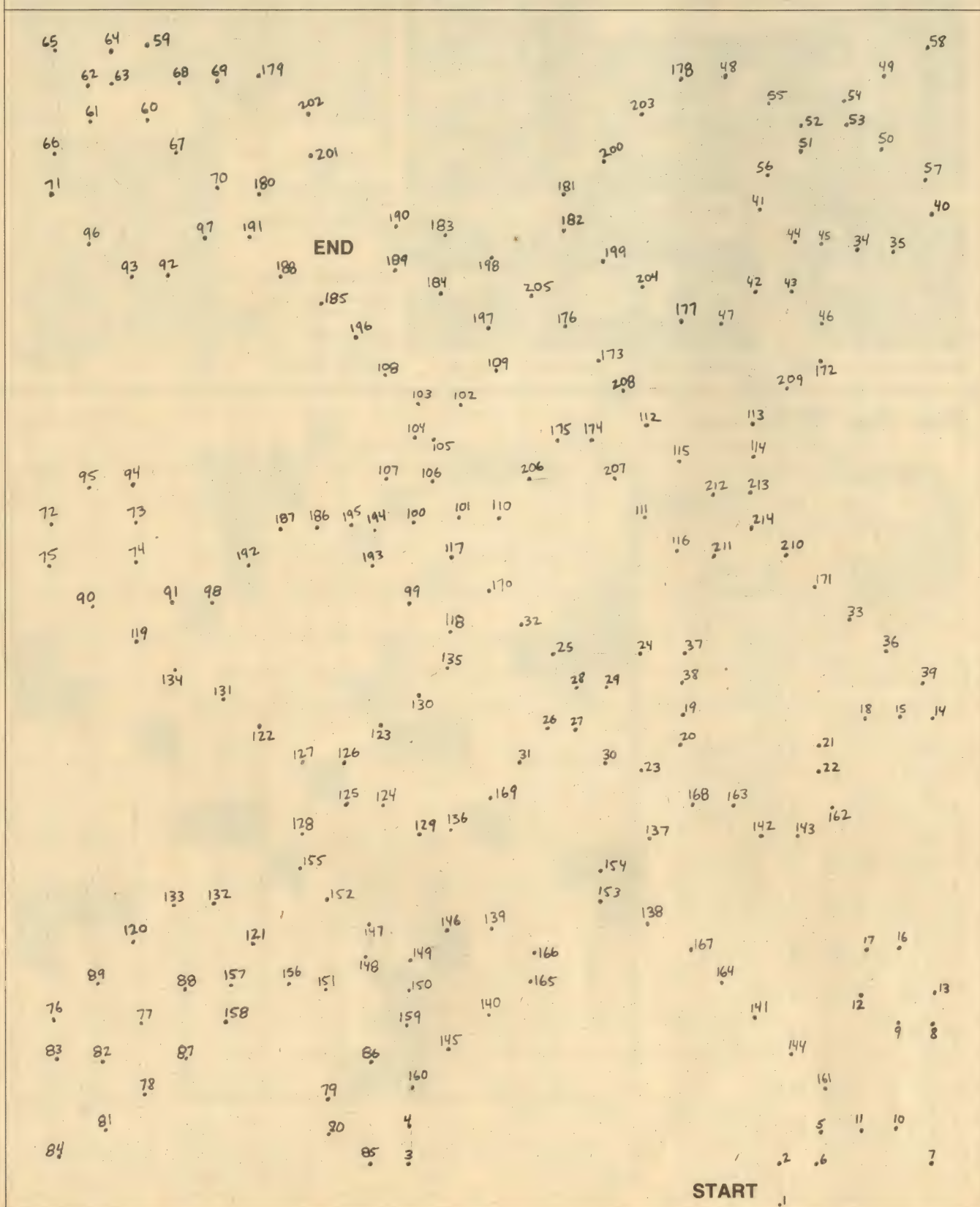
Dot's Amazing! ★

by Robert Leighton

This two-part puzzle starts as a dot-to-dot and ends as a maze. First connect the dots from 1 to 214 with a single, unbroken line to draw the maze. Then solve the maze by getting

from START to END. We recommend using two differently colored writing instruments to keep your lines clear.

Answer Drawer, page 64



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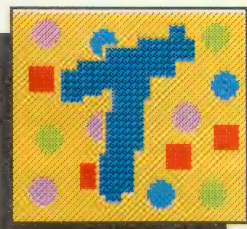
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THE GAMES GUIDE TO HOME COMPUTER ENTERTAINMENT

by Arnie Katz,
Bill Kunkel, and Joyce Worley



These days there's a new sound to electronic game playing: silence. In the early 1980s, during the brief

reign of the video game machine, action games such as *Space Invaders* and *Asteroids* produced an ear-popping fortissimo of blasts and screeches. Today the home computer is the entertainment hardware of choice, and often the only audible indication that a game is being played is the pianissimo clicking of a keyboard.

Although action games are better than ever, they're no longer first in popularity. The new stars of the monitor screen are adventure games, strategy games, and other forms of electronic recreation that require calm deliberation rather than hair-trigger reflexes—the kinds of software that computers were made for but that are far beyond the capabilities of video game machines.

One reason for the new popularity of computer entertainment is the increased "user friendliness" of the machines. Even a novice who doesn't know a disk from a disco can run a

complex program, and this ease of use is attracting more and more people to computers. Another reason is the increased memory capacity of the new machines, which gives game designers the freedom to create ever more miraculous programs, with ravishing graphics, astonishingly realistic sound effects, smooth animation, speeded-up play, and, perhaps most important, greater information at the players' fingertips. Programmers can now provide more options, more detail, richer texture, and greater realism than ever before.

As a result, adventure gamers no longer have to choose between text and graphics, because some of the best new programs offer a satisfying abundance of both. Lovers of strategy games and simulations have instant access to a library of facts, from the history of a nation to the spreadsheet of a fictitious corporation. Some sports simulations are so complex that a seemingly minor factor, such as a pitcher's pick-off move to first base, can affect the outcome of a game. Computer owners with less conventional tastes can delight in anything from electronic jigsaw puzzles to computer art and music programs. And even the passive viewer—the computer-owning ver-

sion of the couch potato—can find stimulating entertainment. Certainly the most intriguing and unusual program (is it a game?) of this or any year is *The Little Computer People Project* (reviewed on page 48), in which one or more electronic "humans" are observed and cared for as they live their daily lives inside the computer.

In the pages that follow, we review what we consider to be the best entertainment software produced in 1985. This year, more than most, the lines that separate game categories have blurred. Arcade-style games incorporate elements of strategy, adventure games include joystick action, and some of the most playful programs—like *The Little Computer People Project*—stretch the definition of what a game is. So, as you consider the half-a-hundred reviews that follow, use the category headings as general guides, not hard-and-fast absolutes.

Games published prior to 1985 that we think new computer owners shouldn't miss are covered in capsule reviews on page 56. And for a special selection of the year's very best programs—each an outstanding example of the programmer's art—see "The Top Ten," page 48.



THE TOP 10

Of the great number of excellent entertainment programs produced in the past year, 10 were so impressive that we've singled them out for special mention. Although not all 10 will appeal to every taste and interest, each has something unique to offer. Some boldly go where no computer software has gone before; others build on existing ideas to create new standards of excellence or sophistication. In sum, they represent a major advance in entertainment programming. (Parentheses give dates of previous *GAMES* reviews.)

THE LITTLE COMPUTER PEOPLE PROJECT

Activision, by David Crane; C-64 \$30, Apple II \$40

This inspired cross between an electronic ant farm and an animated dollhouse is the most original program of the year. The premise is that one or more little people are already living in your computer, and this program gives them a home. When you load the program, a cutaway view of the interior of a three-story house appears on the screen. Soon a little person opens the front door and inspects the house. Finding it fully equipped with a kitchen, bedroom, bathroom, and a living room with TV and piano, he decides to move in. Other members of his family may move in later.

Although the little person can take care of himself—he eats and sleeps at regular intervals, brushes his teeth and goes to the bathroom (discreetly closing the door behind him), writes letters, talks on the phone, plays the piano, and does thousands of other things—you are responsible for his health and emotional well-being. If you forget to provide food and water (by typing appropriate commands on the keyboard), he will change to a sickly color and become listless. If he seems depressed, an electronic pat on the head will usually perk him up. If he seems bored, put a book or newspaper on the doorstep, or give him a phonograph record and listen to it along with him, or offer to play him a game of cards or chess. You can send him messages, and since he understands written English, he may reply. But his spoken language is unintelligible, so if you call him on the phone, he'll answer but you won't understand him. (Call him too often, though, and he'll get annoyed and refuse to answer the phone.) And he's not shy—if he wants something, he'll rap on the inside of the monitor screen to get your attention.

The truly amazing thing about this program is how fresh and surprising it remains, even after months of watching and

caring for your little computer person. You somehow get the feeling that he's really alive. Is this the vanguard of a new wave of computer entertainment? We'll know by this time next year. But don't wait—there's a little person in your computer who needs a good home right now.

BALANCE OF POWER

Mindscape, by Chris Crawford; Macintosh \$50
This is the ultimate game for Cold Warriors. The focus of this mammoth simulation is nothing less than the most significant political struggle of modern times—the U.S. vs. the U.S.S.R. One player assumes the leadership of either of the two superpowers; another player (or the computer) leads the opposing side. During each turn, which represents one year, the players can call upon a wealth of information, delivered with speed and detail that the State Department (or the Politburo) might envy. Based on this information, you can aid friendly governments, assail hostile ones, and support insurgencies through a combination of economic, military, and diplomatic moves. Opposing policies invariably lead to confrontations, however, and as confrontations escalate into crises, more and more global prestige is on the line, making it increasingly difficult for either side to back down. But if a crisis is allowed to escalate too far, the game ends in a nuclear holocaust—which means, of course, that both sides lose.

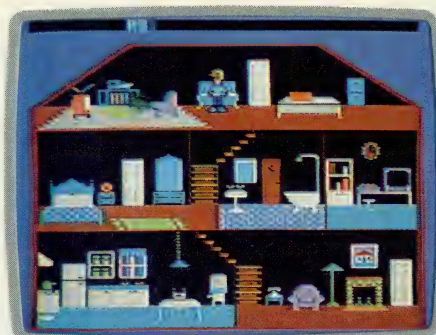
The screen displays a map of the world, areas of which are shaded to represent political influence, the locations of major events (such as revolutions), or potential trouble spots. By pointing to a country with the cursor, players can obtain an amazing amount of data to help them decide what actions to take and where. This magnificent program is more than a game; it's a working model of our world that is sometimes all too real.

SUMMER GAMES II

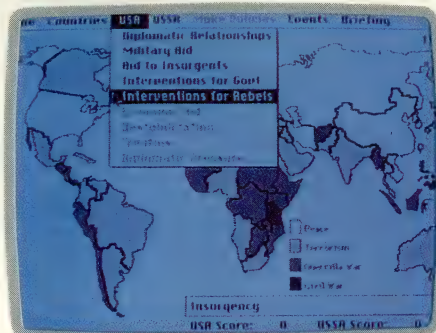
Epyx, by Larry Clague, Jon Leupp, Scott Nelson, Kevin Norman, and Chuck Sommerville; C-64, Apple II \$30

One of the finest sports games to date, this sequel to 1984's *Summer Games* offers eight more events: rowing, cycling, fencing, kayaking, high jump, triple jump, javelin throwing, and equestrian competitions. Not only does the new disk provide near-arcade quality graphics (by Michael Kosaka) and a multitude of clever touches—from instant replays on the Olympic Stadium's giant TV screen to a spectacular fireworks display during the closing ceremonies—but it can also be linked to the original disk to produce a 16-event tournament.

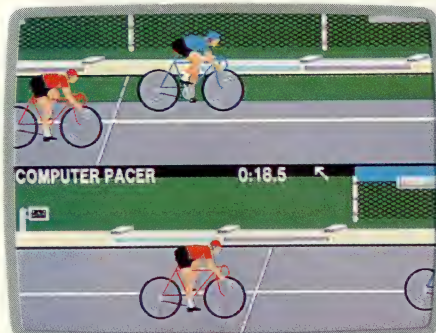
Although each event requires the player to master a sequence of joystick movements to make the Olympic athlete on the screen perform well, accuracy and strate-



The Little Computer People Project



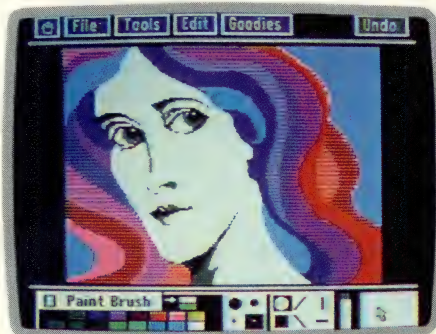
Balance of Power



Summer Games II



Make Millions



Dazzle Draw



Karateka



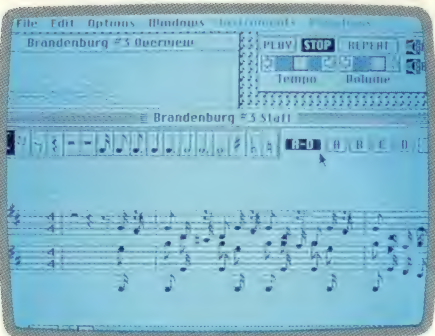
Ancient Art of War



King's Quest II



MicroLeague Baseball



Music Works

gy are more important than speed. One to eight players may represent any of 18 countries, and that country's national anthem is played when appropriate. Performance records are updated after each event, and may be compared with actual world records. Though the music, art, and animation are even better than in Summer Games, perhaps the happiest improvement is the vastly faster play. That alone makes this program a champ.

MAKE MILLIONS

Scarborough, by Tom Snyder Productions; Macintosh \$50

For would-be entrepreneurs, this revolutionary financial simulation puts the Macintosh through its paces like no other entertainment program. So realistically does it convey the heady feeling of guiding a high-profit business, you'll quickly forget it's a game—but that's what it is, and one of the most enjoyable and involving games of the year.

The object is to get control of five companies and knit them into a profitable conglomerate. The player can use an on-screen miniature Macintosh computer, first to help him raise venture capital by investing in the stock market, then to manage his companies. Once he has acquired a majority interest in a company, his little on-screen persona can visit the factory to pep-talk the manager and improve operations. But most of the time, as in real business, he'll be sitting behind his desk, getting stock tips on the phone, trying to discern the wise investments from the duds, and updating spreadsheets.

The mouse controller and pull-down menus of the Macintosh (yours, not the one in the game) are ideal for this freewheeling simulation, and put the player at the center of a financial empire in the making. (August 1985)

DAZZLE DRAW

Broderbund, by David Snider; Apple IIe (128K Rev. B with extended 80-col. card only) \$60

There's enough here to keep any pixel Picasso happy and productive for as long as his or her imagination holds out. Bristling with unique options, Dazzle Draw is a standout even among the many other fine graphics programs on the market. It provides various brushes, a 16-color palette, a "spray paint" option, a "flood" function that fills an area with color or one of 30 pre-programmed patterns, and many utility tools that let you draw perfect geometric shapes and borders, cut-and-paste or flip all or part of an image vertically or horizontally, or change the color of any area with a single key-press. You can even draw a shape and its mirror image simultaneously. A "zoom" option enlarges any section of the image for detailed pixel-by-pixel work. And a text feature offers a choice of type styles and sizes.

Totally innovative for an Apple program, Dazzle Draw is operated with pull-down menus much like those of the Macintosh, which offer a tremendous range of options. You can call up several files at once and move them around or stack them like cards. No art program is easier to use, whether you choose a graphics tablet (preferred), a mouse controller, or a joystick. It is, in a word, dazzling.

KARATEKA

Broderbund, by Jordan Mechner; Apple II \$35, Atari \$30

With superb artwork and animation comparable to Saturday morning television cartoons, Karateka sets the standard for strategy-action games. To rescue a princess in distress, the player must use martial arts skills and strategy to overcome her captor's minions one by one. Each opponent is stronger than the last, and each uses different tactics. The player must also think his way past various traps, while a deadly bird shows up to bedevil him at the most inconvenient times. Playing Karateka is like starring in a Chuck Norris martial arts movie. Not surprisingly, it's one of the year's top-selling computer games. (September 1985)

ANCIENT ART OF WAR

Broderbund, by Dave Murry and Barry Murry; IBM, Macintosh \$45, Apple II (64K) \$40

War is hell. And for a lot of people, so are wargames. But even conscientious objectors to the genre should enjoy this extraordinarily accessible simulation, which presents the strategic essence of armed conflict without excessive detail.

Created by the designers of last year's Championship Boxing, the game challenges players to test their generalship in relatively brief but authentic campaigns against any of eight great military commanders of myth and history, from the goddess Athena to Genghis Khan. Two opposing armies (one commanded by the computer) are divided into squads. The player moves his squads around the map by marking their destinations with the cursor; then the computer moves its units in response. On-screen messages warn of threats and enemy sightings that may suggest new strategies. When you meet the enemy, a detailed side view of the actual battle replaces the map. Various menus list appropriate options, including the sometimes prudent RETREAT. It's a game many will doubtless surrender themselves to unconditionally.

KING'S QUEST II

Sierra On-Line, by Roberta Williams; Apple IIe (128K Rev. B), IBM, C-128 \$50

A royal fanfare, please, for a sequel that's even better than the brilliant original—funnier, more charming, satisfyingly long-

er. Sir Graham, the knight-errant of the 1984 hit King's Quest, has been promoted to King, and now must find and rescue a princess who is being held captive somewhere in his kingdom. In this one-player animated action-adventure, Graham's progress through the beautifully drawn three-dimensional fantasy world is controlled by joystick, obviating the need to type in direction commands (other commands are entered via the keyboard, as usual in adventure games). Rare for games of this type, the animation isn't merely for show: How expertly you manipulate King Graham helps determine how quickly you get past the story's stumbling-blocks.

To reveal anything about the puzzles that make this game such a pleasure to play would spoil them. We can only say they are clever and refreshingly witty—and not easy. Fairy-tale lovers should have a ball with this one. (October 1985)

MICRO LEAGUE BASEBALL

Micro League Sports, by Barry R. Morstain; Apple II, Atari, C-64, IBM \$40

There'll be joy in Mudville—or wherever your hometown is—when you bring home this exceptionally appealing statistical baseball replay. On the game disk are the performance statistics of every player on 25 real and "dream" teams, from the 1927 Yankees to the 1984 A. L. and N. L. All-Stars as well as teams made up of each league's all-time greats. Available separately for use with the program are disks containing World Series teams from the '60s, '70s, or '80s, all the teams from a single season, and even a General Manager's disk that lets you swap players among teams—a major advantage for those who want to organize their own leagues.

Two players pick teams to manage (or one can play against the computer), then

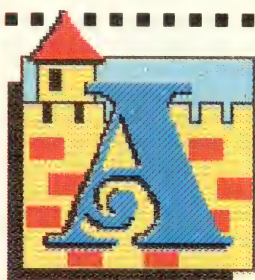
arrange lineups, choose pitchers, and play ball. Each game goes a full nine innings, played out batter by batter. During play, the managers call for curve balls or sliders, bring the infield in or move the outfield deeper, hit-and-run or bunt, all based on their knowledge of both teams' players and the strategies of baseball. Much less dry than most sports simulations, this game shows you the outcome of your decisions via animated graphics on the screen, and a running play-by-play commentary adds drama and broadcast-style realism. For a special challenge, try managing the 1955 Washington Senators, the most inept team in modern baseball history.

MUSIC WORKS

Hayden, by MacroMind; Macintosh \$80

If there's a song in your heart, Music Works will bring it out. This state-of-the-art music program is remarkably flexible and easier to use than any other music software, thanks to the Mac's mouse controller and pull-down menus. Writing music is accomplished by pointing with the cursor at notes of the desired time value (half-note, eighth-note, etc.) and placing them on the music staff. Compositions of any length can be created, since the only limitation is how much room there is on your separate "save" disk.

The program includes 10 preset instrumental sounds, but an infinite variety of timbres is possible by modifying the acoustical patterns of any of them—not difficult to do once you get the hang of it. The program can play four lines of music (voices) simultaneously, each in a different timbre if desired, and will work with most printers. A full range of utilities allows you to cut-and-paste (a great time-saver), transpose, and adjust tempo and pitch, and a unique feature even lets you add lyrics.



ADVENTURE GAMES

ALTERNATE REALITY

Datasoft, by Philip Price; Apple II \$50, Atari, C-64 \$40

The lush look of this game may represent the next step in fantasy role-playing adventures, a genre heretofore not known for inspired graphics. The play mechanics will be familiar to partisans of classic role-playing games like Wizardry. You choose a character, imbue him with such qualities as courage and intelligence, arm him, then send him off into the game's world. When

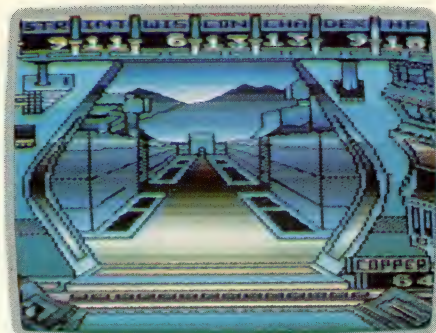
he meets enemies or obstacles, he will respond based on how he's been outfitted.

This game begins with the character's kidnapping. To escape, he embarks on a survival drama that requires much more than weaponry—he must also eat, rest, and earn money while plotting his moves. Unlike other computer role-playing games, where battles are reported rather than viewed, the whole drama unfolds right on screen—and the visuals are eye-popping. Subtitled "The City," this is the first episode in a projected eight-part opus.

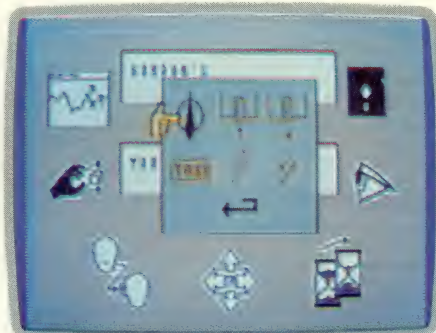
THE FOURTH PROTOCOL

Bantam, by John Lamshead and Gordon Paterson; C-64 \$35

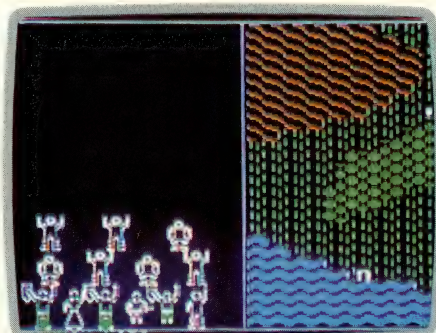
This nerve-tingling suspense adventure is based on the recent Frederick Forsyth



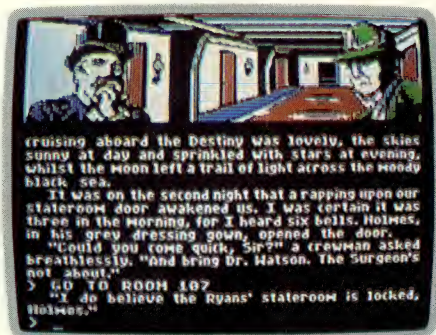
Alternate Reality



The Fourth Protocol



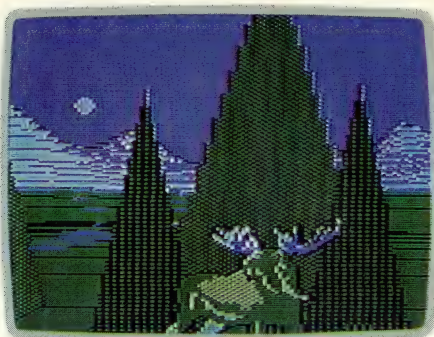
Phantasie



Sherlock Holmes in "Another Bow"



The Tracer Sanction



Wilderness

best-seller of the same name. Secret agent John Preston, the only man who can save the world from nuclear winter, ventures forth to catch spies, nab defectors, solve murders, and, ultimately, stop an atomic bomb from exploding.

Players familiar with parser-driven games (in which commands are typed) will find the play mechanics of this game dramatically different. You enter a command by pointing the cursor at an icon (a pictorial symbol) that corresponds to the desired action. The resulting rapid interaction provides the same breathless quality that made the novel such a page-turner.

HACKER

Activision, by Steve Cartwright; Atari \$25, C-64 \$30, Apple II \$40

If you're bored with the slow progress of most adventure games (and all that typing), this game, with its menu options and joystick control, offers something completely different.

To launch you on your way, an unexplained glitch throws you into a secret computer network where unknown forces are putting together a potentially catastrophic experiment. Your mission is to travel a network of tunnels via robot scout, negotiate with spies, and piece together a shredded document that will help stop the experiment before it begins. Using a joystick to operate the robot and the keyboard for other actions, the player must make note of every shred of data he finds to learn the secret before the bad guys take over the world.

THE HITCHHIKER'S GUIDE TO THE GALAXY

Infocom, by Douglas Adams and Steven Meretsky; most systems \$35-\$40

This all-text adventure, based on Douglas Adams's science-fiction romp and co-written by Adams himself, is the most popular and the most controversial interactive fiction program of 1985. Fans of Adams's off-the-wall humor laud the game for capturing the book's zany quality, while the quirkiness—and unsolvability—of some of the game's puzzles infuriates other players. The unsolvable puzzles are few, however, and do not interfere with overall playability.

Like the book, the game starts as the mild-mannered Arthur Dent finds out that the earth is about to be destroyed to make way for an intergalactic highway. But the adventure diverges significantly as the

plot unfolds, and knowledge of the novel is not a prerequisite. The game boasts the most hapless hero and some of the most fascinatingly bizarre aliens ever collected in one adventure. (April 1985)

PHANTASIE

Strategic Simulations, by Winston Douglas Wood; C-64, Apple II \$40

There are dangers both above and below ground in this multiple-character role-playing fantasy adventure. The player chooses a party of six characters, some human, some not, and assigns various qualities to each, including the ability to learn and cast spells. Before setting out in search of the nine rings that will end the reign of the Dark Lord, the characters are equipped with the player's choice of a hundred different weapons and armors, and may be taught any of 54 spells. Once on the road, the search party may find treasures or monsters, fresh supplies or dungeons.

The dungeon graphics—a maze of tunnels viewed from above and revealed a little at a time—are stored on the flip side of the disk, leaving plenty of disk memory for other aspects of the game (and for saving games in progress). This is an exceptionally well planned and executed game in every detail.

SHERLOCK HOLMES IN "ANOTHER BOW"

Bantam, by Peter Golden; Apple II, IBM, Macintosh \$40, C-64 \$35

While sailing aboard a luxury cruise ship just after World War I, Holmes must solve six baffling cases by interviewing such luminaries as Edison, Picasso, Henry Ford, Baron de Rothschild, Louis Armstrong, Gertrude Stein, Lady Astor, and, of course, his trusted friend John Watson, M.D.

This is a parser-driven (keyboard-entry) mystery adventure with original and extremely effective graphics. Drawn like period-style woodcuts, the illustrations give the game a uniquely appropriate and believable setting for the world's greatest detective and his forensic miracles. Watson's comments to Holmes, even when the detective (i.e., the player) is being obtuse, are remarkable in capturing the distinctive flavor of the Conan Doyle stories.

SUSPECT

Infocom, by Dave Lebling; most systems \$35-\$40

Like Infocom's first two all-text whodunits (Deadline and Witness), Suspect features breezy, evocative writing and a convoluted plot. Your character, a reporter, has been invited to a Halloween bash hosted by a friend, Veronica Ashcroft Wellman, at her plush estate. During the party she is strangled, and you find yourself the prime suspect. You have only a few hours (which elapse roughly at the rate of one minute

for each command you enter) to find the true murderer by searching the house for clues and interviewing the guests. The trouble is, most of the guests are wearing Halloween costumes that make it hard to tell who's who, and the murderer, of course, plays fast and loose with the truth.

This "advanced level" game, by the co-creator of the classic Zork trilogy, is a supreme test for armchair sleuths.

THE TRACER SANCTION

Activision, by Interplay; C-64 \$30

The interstellar criminal known as The Wing is at large somewhere in the galaxy, and you are assigned to find him and bring him to justice. You start on the planet Mongo with just enough fuel to get to the nearest planet. There you must find a way to buy more fuel to continue on to the next planet. As you move from planet to planet, learning more about your quarry, you must repeatedly solve the problem of refueling your spacecraft.

This game features beautiful graphics with many animated details, a witty, well-written text, and a choice of endings, requiring the player to make a ticklish moral decision concerning the fate of The Wing.

Commands are entered via the keyboard as usual, but in a benevolent gesture that will be appreciated by one-finger typists, most repeated commands (such as GET, EXAMINE, OPEN, TALK, and others, plus all directions) may be entered with a single key-press.

The puzzles are tricky, but solvable through logic and common sense. Since making a mistake will often end the game, we advise you to SAVE GAME often.

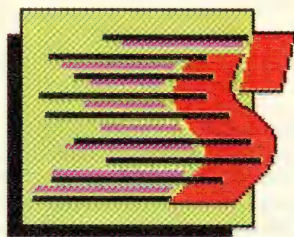
WILDERNESS

Electric Transit, by Wesley Huntress and Charles Kohlhasse; Apple II \$50

Although classifiable as an adventure game, this one is like no other. Your plane has crashed in the mountains, and by using various survival techniques you must locate an outpost and make your way there without dying of exposure or being eaten by wild animals. The program is accompanied by a 115-page book full of advice on how to find food in the wild and make sure it's safe to eat, how to find or make shelter, how to use a compass and navigate by the sun and stars, and hundreds of other lifesaving tidbits.

The program keeps track of food and other supplies, and constantly monitors your body systems and the outside temperature. You can move around for a 360° view, and a special on-screen topological map helps you plot your best route.

Some players may consider this more a survival tutorial than a game, and in fact no fantastic scenes, freaky aliens, snappy wisecracks, or artificial problems spice the play. But those looking for a serious life-like challenge will find Wilderness an enjoyable experience.



PORTS AND ACTION GAMES

BALLBLAZER

Epyx; Apple II, Atari, C-64 \$30

The design group of Lucasfilm has created nothing less than a fullblown sport of the future in this one- or two-player contest. (The game, finally available for home computers, was originally manufactured as a cartridge for the late, lamented Atari 5200 video-game machine.) Each player—or one player vs. the computer—pilots a highly maneuverable craft called a “rotofoil,” which must capture a floating ball and shoot it through a constantly moving goal. The rotofoil always turns automatically to face the ball, which can be disorienting, and it takes practice to master the techniques of capturing a loose ball and stealing it from the opponent.

The horizontally split screen shows the points of view of both speeding rotofoils simultaneously. This makes for some frenetic action. (September 1984)

F-15 STRIKE EAGLE

MicroProse, by Sid Meier; Atari, C-64, Apple II, IBM \$35, Macintosh \$40

No flight simulator plays as smoothly as this one. Designed in consultation with actual Eagle pilots, the game puts you in the cockpit of a sophisticated fighter plane equipped with multiple radars, air-to-air missiles, explosive bombs, electronic tracking maps, and other hi-tech gear.

Seven different missions, all drawn from recent headlines, plunge the player into combat in Asia and the Middle East. In each mission, which can be played at any of four skill levels, you must outmaneuver enemy fighters and battle air-to-air and surface-to-air missiles. The joystick maneuvers the plane, and the keyboard fires missiles, checks radar, and allows you to view through the bombsight. The graphics are no more than serviceable, but for sheer gut-wrenching action, this game is hard to beat.

RESCUE ON FRACTALUS

Epyx; Apple II, Atari, C-64 \$30

This first-person flying and shooting simulation, first manufactured for the Atari 5200 by Lucasfilm, features graphics based on fractal geometry. This relatively new kind of mathematics allows a much more accurate depiction of the natural shapes of coastlines and mountains—which, in this game, are amazingly realistic.

Your mission, as the pilot of a rescue plane cruising enemy territory on the planet Fractalus, is to spot and pick up survivors

of a downed ship. As you fly low to the ground between mountaintops, the enemy tries to thwart your landing, which requires some fancy navigating. Prepare yourself to feel the physical sensation of flying, thanks to the marvelous three-dimensional graphics.

SPY VS. SPY II

First Star, by Mike Riedel; C-64 \$30, Apple II \$35

Those two less-than-lovable secret agents are at it again. In this sequel to last year's action-strategy hit, the antagonists first introduced in *Mad Magazine* are now thrown together on an island, where they compete to assemble a missile.

Both the graphics and the control system of *Spy Vs. Spy II* have been improved over the original. The horizontally split screen shows the two spies at work in separate areas, and then scrolls to follow one of them, making the play more fluid and exciting. The “trapulator” (an on-screen inventory of weapons and tools) has been redesigned with a fresh selection of bombs and other booby-traps.

APBA MAJOR LEAGUE PLAYERS BASEBALL

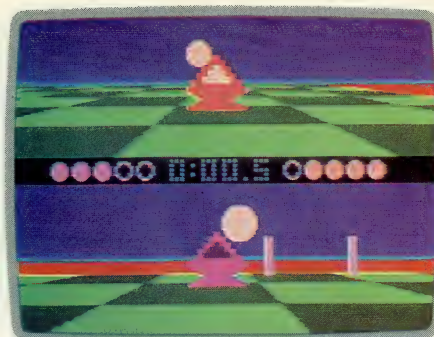
Random House; 128K IBM \$90

APBA Baseball, the first statistical replay sports simulation, has earned a large and loyal following of baseball lovers since its debut as a board game in the early 1950s. The long-awaited computer version is based on a souped-up revision of the original game and is far easier to play. With its incredible wealth of detail and its fidelity to the art and science of baseball, it is the Rolls Royce of managerial sports simulations.

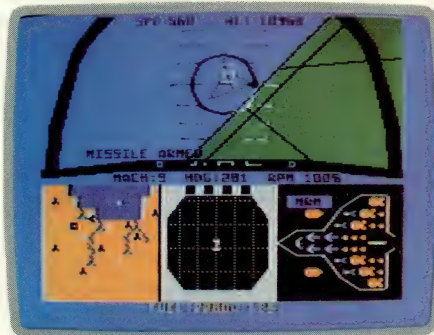
All 676 players on the 1984 rosters of all 26 major league teams are on the disk and can be played either on their regular teams or on new teams created by you. Every imaginable statistic about the players is here: the strength and accuracy of an outfielder's throwing arm; a batter's record against righties and lefties; a baserunner's steal record; a pitcher's ability to hold a runner on first and how often he throws gopher balls; and so on.

As manager, you are responsible for all the decisions real managers make on the field. You decide the batting order, pick the pitcher, call for pitchouts, steals, hit-and-run plays, and dozens of offensive and defensive strategies—all based on your evaluations of both teams' players and the current situation in the game. You can also promote yourself to the front office and set up your own leagues and farm clubs with drafted players.

The graphics that show the on-field results of your decisions are rudimentary, but that doesn't detract from what this great simulation is all about—the strategy of baseball.



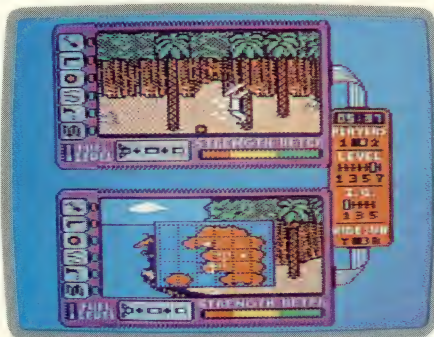
Ballblazer



F-15 Strike Eagle



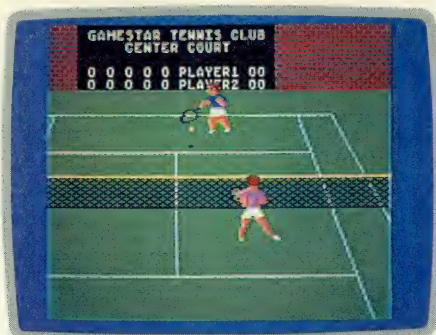
Rescue on Fractalus



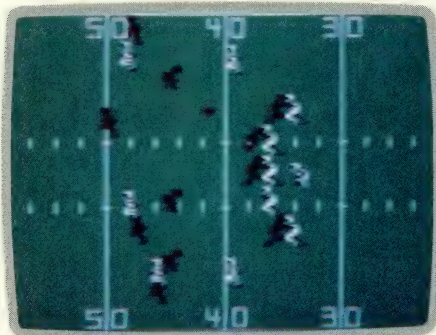
Spy Vs. Spy II



APBA Major League Players Baseball



On-Court Tennis



Super Bowl Sunday



The World's Greatest Football Game

ON-COURT TENNIS

Gamestar, by Ed Ringler, Scott Orr, and Dan Ugrin; C-64 \$30

Although you actually play using the joystick, the options and variations in this program make it a cross between an action game and a simulation. You can choose any of three court surfaces and any of four typical players, each with his own style. It's up to you to decide which style works best on each surface. If you play against a human opponent, you each choose a player—the same one, if you like; against the computer, you choose both players. You can play a single set, best-of-three, or best-of-five.

By pointing the joystick you can serve to any part of the court (holding down the action button produces a faster serve but a greater fault risk), and during rallies you can hit slices, topspins, smashes, lobbs, flat shots, and (using the action button) drop shots. It takes practice to master the timing and angles of your strokes (the only action skills required, since the computer automatically moves your player to the ball), but when you've mastered it, this game provides an appreciation of the fine points of tennis strategy as well as excitement on the court.

SUPER BOWL SUNDAY

Avalon Hill, by Quest, Inc.; C-64 \$30

Could Miami have won the last Superbowl? Here's a chance to find out whether your strategies would have worked better than Don Shula's.

In this statistical football simulation you can coach one of 20 of the best Superbowl teams against any of the others. On offense, pick a formation and then choose a running play with your choice of runners, or a pass play using either of two quarterbacks and any of 10 receivers. On defense, pick one of the basic setups and then choose any of 12 special defenses, including pass prevent, double covers, and linebacker blitzes. When all options have been chosen, the computer shows you the resulting play with outstanding animated graphics.

The players on the disk are statistical models of their real-life counterparts and perform exactly according to their records in the year their teams played in the Superbowl. For instance, if Joe Montana completed 64.6 percent of his passes in 1985, he will have a 64.6 percent chance to connect

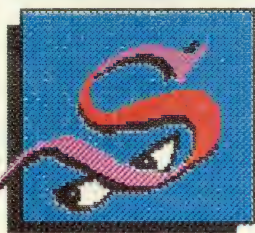
in this simulation. As in the real game, however, if you use your best players too often, they will tire and their performance will suffer. Also, the computer will adjust your opponent's strategy if you keep repeating the same plays.

THE WORLD'S GREATEST FOOTBALL GAME

Epyx, by Nexa; C-64, Apple II \$30

Unlike Super Bowl Sunday, a statistical simulation using real athletes and real teams, this is a program of pure gridiron strategy in which players design a complete playbook on an electronic chalkboard. All plays are stored in memory and can be called up at a moment's notice for use in a game. Thus the player has available an almost unlimited variety of plays instead of the few formations found in other programs.

The football players, though imaginary, are representative of real types, giving the game almost as much realism and vicarious excitement as simulations based on actual statistics.



STRATEGY GAMES

FELONY!

CBS Software, by Charles S. Goldstein; Apple II, C-64, IBM \$35, Macintosh \$45

A dozen separate crimes, ranging from vandalism to a gangland hit, are to be solved in this enjoyable sequel to the mystery game Murder by the Dozen. One to four detectives can either cooperate or compete to solve the cases. The screen shows a map of the town in which the detectives interview witnesses and search for and examine evidence. Menus list suitable options. Using logic, perseverance, and a little intuition, the detectives try to wrap up each case as quickly as possible. At the end of the game, each detective is rated according to how quickly he was able to name the culprit and present accurate evidence to back up his accusation—a lucky guess won't do.

THE OTHER SIDE

Tom Snyder Productions; Apple II, IBM \$70

This entertaining and enriching strategy contest is a landmark in computer software because of its mature and sophisticated treatment of conflict resolution.

Two teams (or individuals) are trying to build a bridge between their home territories. Although the two sides share a common goal—the completion of the bridge—they distrust each other, and misunderstandings can escalate into crises.

The bridge is constructed of bricks made from a combination of three colored mate-

FIELD OF FIRE

Strategic Simulations, by Roger Damon; Atari, C-64 \$40

The Easy Company of the U.S. Army's 1st Infantry Division compiled one of the brightest records in World War II. This historically accurate simulation of small-unit tactics and strategy lets the armchair general refight eight of the company's famous engagements in North Africa and Europe against the computer-controlled Wehrmacht. The relative brevity of the battles should make this program particularly attractive for newcomers to the war-game genre.

The game is played in phases: an observation phase in which the field situation is displayed on a scrolling aerial view of the battle site; an order phase in which commands are issued to the fighting units; and various movement and assault phases. Each of the eight campaigns is fought on different terrain, and each requires its own strategic and tactical deployment of forces. The historic battles are described in great detail in the game manual, as are the leaders of the individual crews, from tanks and weapons units to observers and combat engineers.

rials. One of these materials can be found in both territories, but each of the others is found only in one player's territory. Since each side needs material from the other, they must negotiate a working relationship. Problems that arise—one side's computer defense system may perceive a threat and respond aggressively, or drilling capacities may be underestimated, forcing one side to renege on an agreement—must ultimately be solved by peaceful means, since hostile actions could force the computer to abort the game.

Designed to teach conflict resolution skills, The Other Side may be used in the classroom (information for teachers is provided), or played long-distance via modem, using communications software included in the program disk. Duplicate disks, maps, and player guides are provided.

PANZER-JAGD

Avalon Hill, by Richard W. Scorsupski; Atari, C-64 \$30 disk, \$25 cassette

It's hard to believe that a military simulation this good could be so easy to play. After you choose the desired difficulty level, the screen displays a map of an area that you and the enemy are trying to occupy, and shows the location, range, and firepower of each of your tank and artillery units. By pointing with the cursor, you indicate which units you want to use and in which directions you want them to advance or fire. Then sit back and let the computer show you the results of your decisions.

Although the play is simple, winning requires smart strategy. Enemy tanks and other units hide behind trees or are out of range, and advancing your tanks into the open makes them vulnerable targets. When you've occupied a sector, only your surviving units advance to the next, where they face a brand-new tank force *plus* enemy units that survived the first battle.

Though hardly the last word on tank warfare, Panzer-Jagd ("tank-hunt") can be learned in a few minutes, and its varied strategies keep it interesting.

SUNDOG: FROZEN LEGACY

Accolade, by Bruce Webster; Apple II, Atari \$40

A few lucky insiders have enjoyed early versions of this strategy-adventure science fiction game. Now, with a new publisher, this underground classic is available through conventional outlets.

As the owner of the Sundog space freighter, you must perform three tasks to fulfill a contract. The Sundog must find the location of a colony on the planet Jondd, deliver supplies to the settlement, and retrieve cryogenically frozen colonists from warehouses all over the 12-system Draheuw Region.

There are no puzzles, as in typical adventure games. Sundog is instead a single large-scale task problem demanding patience and sensible foresight.

The ship's operating systems, which use elements that burn out and must be replaced, are monitored by overlay menus, as are your own health, nutrition, and vigor, all of which will deteriorate if not attended to. When you enter a shop or a bank, other menus appear offering appropriate options. The game's clever design allows it to be operated entirely with a joystick. The graphics give Sundog a look all its own.

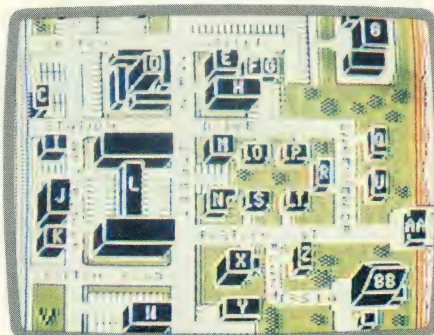
SQUIRE

Blue Chip; Apple II \$40, IBM, Macintosh \$50

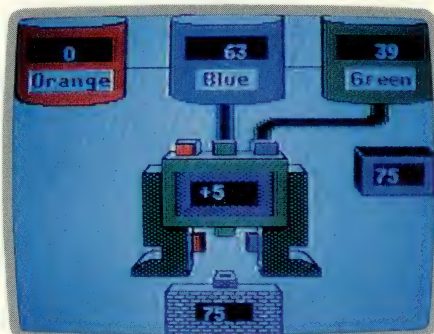
Comprehensive financial planning is the challenge of this detailed simulation in which you try to accumulate a retirement nest egg of \$1,000,000. Starting in the 14th month of a 240-month game (so that you begin with some holdings and a track record), you buy and sell stocks, commodities, and collectibles in an attempt to build your million. (You can even play using your own real-life financial situation and study the impact of various strategies on the goals you've set.) Building a seven-figure net worth in Squire is no guarantee you'll be able to do so in real life. But then no one will come for your house and car if your strategies don't work, either.



Field of Fire



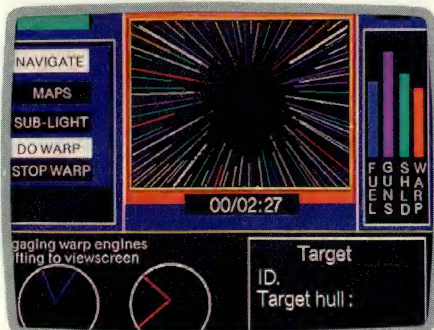
Felony!



The Other Side



Panzer-Jagd



Sundog: Frozen Legacy



ADVENTURE CONSTRUCTION SET

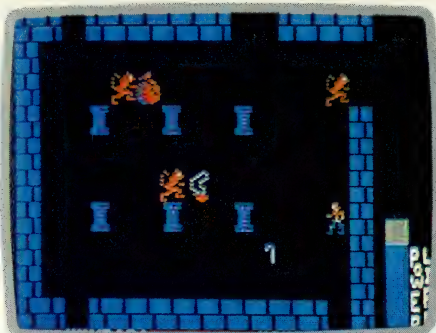
Electronic Arts, by Stuart Smith; C-64 \$40, IBM, Apple II (64K) \$50

Rivers of Light, a full-length fantasy adventure included in this set, is a tough challenge for even the most experienced

adventure gamer. What makes it special, though, is its potential for modification. After you've solved it (or tried), you can study the construction program to figure out how the game was made, then change it by adding characters, altering maps, adding or removing traps, and so on. Seven easier mini-adventures are also included for you to play or modify.

Or you can create an entirely new fantasy, mystery, or science fiction game, choosing any or all of 500 creatures, 335 text messages, and hundreds of props, sound effects, magic spells, and map elements. Using the construction set is simple,

NTERTAINMENT



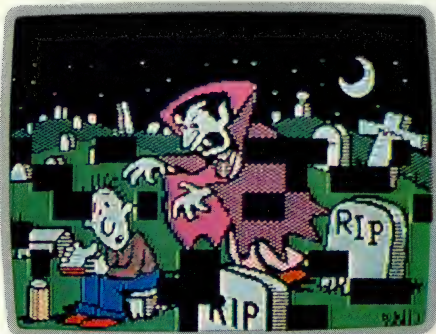
Adventure Construction Set



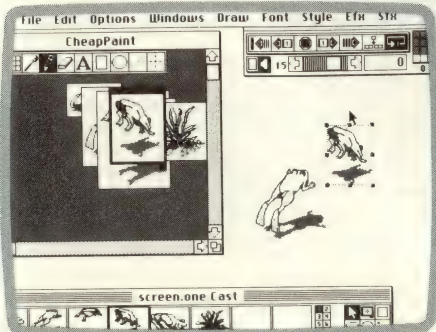
The Complete Fireworks Celebration Kit



Fantavision



Puzzle Master



Video Works

thanks to a well-written manual and helpful on-screen prompts. If you don't want to create a new adventure from scratch, you can simply choose certain elements and let the program build one for you. (June 1985)

THE COMPLETE FIREWORKS CELEBRATION KIT

Activision, by John Van Ryzin; C-64 \$30

Why wait till July 4 to see a fireworks show? This construction set lets you create an unlimited variety of brilliant displays. Each of 13 types of fireworks can be shown in 10 color combinations and 8 explosion shapes. You can also determine precisely where and in what order they will go off, how long the flares will last, how many explosions each shell will contain, how often a sequence will be repeated, and many other options. The disk includes nine preset displays, to which you can add your own text and your choice of 20 appropriately bombastic musical selections. (You can also use your own music created with Activision's *The Music Studio*.) When you've designed your display, save it on a blank disk (provided) and send it to somebody special as an electronic greeting card.

ELECTRIC DRAGON

Simon and Schuster/Baen Software, by Steven Walton; IBM \$35

As foretold in the mystical scrolls, the *I Ching* has become a piece of computer software. Electric Dragon is an elegant attempt to evoke the lyrical poetry of the ancient Chinese *Book of Changes*, which some will call hokey but others consider a unique source of wisdom.

By tapping the spacebar 18 times, a diagram is created, accompanied by an analysis that is worded so vaguely and cryptically that it can mean almost anything—or nothing. But as each line of the diagram is analyzed in detail and compared with others, pertinent meanings emerge, and specific advice may be offered. Depending on how you feel about the *I Ching*, this program will provide either useful insights or an offbeat and amusing pastime.

FANTAVISION

Broderbund, by Scott Anderson; Apple IIc, IIe (64K) \$50

This revolutionary approach to computer animation provides the electronic artist with possibilities unavailable to home computer users until now. Its most significant breakthrough is "tweening," an ingenious technique in which the program itself draws the intervening steps of an animation sequence after the first and final steps have been put on the screen. Or you can draw all the intervening steps yourself, if you like.

The program includes all the graphics and animation options that even a profes-

sional could use (making it ideal for creating animated story-boards and for a multitude of educational purposes), along with helpful menus and documented support for the novice. It's capable of replaying your creations up to an hour in length, and offers the kind of detail and color that would have made Walt Disney envious.

THE NEWSROOM

Springboard; Apple II (64K), C-64, IBM \$50

For anyone who needs to disseminate information, this program will produce illustrated newsletters, bulletins, flyers, or small newspapers with a slick, professional look. It can also be used as a "wire service" to communicate with other computers via modem, using built-in software.

The program is divided into six work areas: the banner area, where logos and headlines are created; the photo lab, equipped with hundreds of pieces of "clip art" as well as a smooth, easy-to-use graphics program that lets you produce original art; the copy desk, where text can be set in a variety of type styles and then edited; the layout area, where text and art are arranged on the page; the above-mentioned wire service; and the printing press, where formatting and other instructions are sent to your printer. The manual, a model of clarity and thoroughness, is packed with suggestions to help the user produce the best possible result. An additional disk containing 600 pieces of clip art is available.

PUZZLE MASTER

Springboard; Apple II, C-64, IBM \$35

The old-fashioned jigsaw puzzle has been given new life with this addictive program. Unlike traditional jigsaws, the pieces are not cut into curved shapes that are important clues to solving; instead, you choose one of the 25 pictures on the disk and divide it into as many rectangular pieces as you like, from 2 to 800. The computer then scrambles the pieces. Using the joystick or the keyboard, you grab a piece and go to the next screen, which is blank, and place the piece where you think it belongs. Then you get another piece and repeat the process. You can always refer to the unscrambled picture, and if you lose your way you can use the hint option. Puzzles with only a few pieces are suitable for children, even preschoolers. But be warned: a 200-piece puzzle is a formidable challenge, and one with 800 pieces is only for experts.

Instead of using the pictures on the disk, you can also create your own with the graphics utility in the program. This simple-to-use utility offers a variety of colors, patterns, and line widths, and produces pictures of excellent quality, which you can save on a separate disk. You can also save a puzzle only partially solved, a blessing for jigsaw addicts who have to go to work in the morning.

VIDEO WORKS

Hayden, by MacroMind; Macintosh \$100
This program does for animation what Music Works, produced by the same design team, does for songwriting. Macintosh users, even those with the artist's equivalent of a tin ear, can use this program to create kinetic video art, complete with sound effects.

There are two ways to create animation with Video Works. The easiest way is to record the actual movements you make with the Mac's mouse controller. For instance, you can draw a car (or get one from the program's art disk), add a background (such as a street), then grab the vehicle with the mouse and move it around the scene any way you like. When you play it back, your sequence of movements is repeated exactly.

You can also create animation frame by frame. Place an object on-screen and the program moves it slightly in each succeeding frame to create an illusion of continuous motion. For advanced work, an incremental motion generator provides hairline control of image movements.

The three-disk program includes tutorials, examples of animation to play or alter, and an art disk containing such objects and backgrounds as trees, buildings, animals, and cityscapes.

WORDFINDER

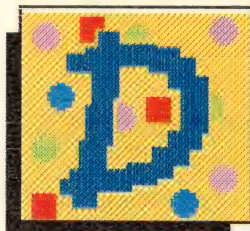
CBS Software, by Jerry Weisbrodt, E. Belvin Williams, and J. Evans Alloway; Apple II, C-64, IBM \$35

Don't let the "educational" tag put you off. Though designed for children, this excellent word game will test the mettle of any adult.

First, choose one of 24 words, then find among its letters as many words of a given length as possible. Options include limiting words to exactly three letters, allowing words from three to seven letters in length, and setting a time limit on each word from 15 seconds to four minutes. After you've tried your best and found 35 embedded words, you're in for a surprise when the computer shows you 50 more that you missed. Although proper names, slang, and profanity are disallowed, the program will accept just about any item you've ever encountered in a crossword. So if you're in training for a word-game tournament, let Wordfinder be your sparring partner.

Arnie Katz, an internationally known author and lecturer on electronic games, has for the last two years been chairman of the judging committee of the Electronic Industry Association and moderator of the Showcase Seminar at the biennial Consumer Electronics Show. Bill Kunkel and Joyce Worley are both well-known experts in the field, and, with Arnie Katz, were the founding editors of "Electronic Games" magazine.

To create the border art, computer graphics illustrator Laretta Jones used V-Paint software on an Apple II+ computer with a Number Nine Graphics Board, and a Diablo Ink Jet printer.



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Earlier Releases
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ADVENTURE GAMES

PLANETFALL (Infocom; most systems) A droll science fiction odyssey with clever puzzles.
ZORK I, II, III (Infocom; most systems) These three separate classic adventures of increasing difficulty set the standard for the magic-fantasy genre.
SUSPENDED (Infocom; most systems) Each of six robots under your control has different capabilities; coordinating them is necessary to complete your mission.
INFIDEL (Infocom; most systems) Less difficult than the games listed above, this pyramid exploration challenge is full of witty puzzles.
SCOTT ADAMS GRAPHIC ADVENTURE SERIES (Adventure International; Atari, Apple II, C-64, IBM) A series of amusing adventures set in exotic locales.
TIME ZONE (Sierra On-Line; Apple II) The six disks (12 sides) of this epic cover all of history, as well as the future, and most areas of the world. Not for the beginner—or the impatient.

ROLE-PLAYING ADVENTURES

WIZARDRY (Sir-Tech; Apple II, IBM, Macintosh) The most popular series of role-playing adventures. Three separate games (Proving Grounds of the Mad Overlord, Knight of Diamonds, and Legacy of Llylgamyn, the last two only for the Apple II) take the characters you create, equip, and train on fantastic and extremely challenging quests.
ULTIMA I, II, III (Sierra On-Line; Apple II, Atari, C-64, IBM, Macintosh) An adventure trilogy in which your characters battle evil through space and time using various weapons and magic spells.

STRATEGY

ARCHON; ARCHON II: ADEPT (Electronic Arts; Atari, Apple II 64K, C-64) Two games played with pieces having strange powers, in which chesslike strategy phases set up the battlefields for arcade-action sequences. Archon plays also on the IBM.
FLIGHT SIMULATOR I, II (Electronic Arts; Fl. Sim. I on Apple II only, Fl. Sim. II on Apple II, Atari, C-64, IBM) Thrilling, realistic flying simulations.
M.U.L.E. (Electronic Arts; Atari, C-64) A light-hearted game of resource development on an alien planet, featuring crazy mules and random events.
SARGON III (Hayden; Apple II, C-64, IBM, Macintosh) Chess as you like it, with many features, clear graphics, and play levels from beginner to master.
SEVEN CITIES OF GOLD (Electronic Arts; Apple II, Atari, C-64, IBM) A brilliant simulation of exploration and discovery, requiring negotiation with friendly and hostile natives.

WARGAMES

LEGIONNAIRE (Avalon Hill; Atari, Apple II, C-64) You're Julius Caesar in command of skillful but outnumbered Roman forces battling one of several computer-controlled barbarian tribes. The game plays in "real time": If you hesitate, you may be lost.
GUADALCANAL CAMPAIGN (Strategic Simulations Inc.; Apple II) This "monster" wargame includes every ship, plane, and infantry unit involved in the crucial World War II struggle for control of Guadalcanal, yet is quite playable despite its wealth of detail.
OPERATION WHIRLWIND (Broderbund; Atari, C-64) Command armored forces as they advance to take a city guarded by computer-controlled enemies who may suddenly appear where least expected. A tough test for wargame strategists.

ENTERTAINMENT

COMPUZZLER (Uptown Software; Apple II, C-64) Crossword puzzles to solve solitaire or in a unique competition mode for two to four players.
WORD CHALLENGE (Hayden; Apple II, C-64, IBM, Macintosh) Find as many words as you can in grids of various sizes in the time limit of your choice. Addictive, and as challenging as you choose.
ROCKY'S BOOTS (The Learning Company; Apple II, C-64, IBM) The challenge is to use wires and other electrical devices to build a machine that can distinguish shapes and colors. The 30 logic puzzles range from easy to baffling.
ROBOT ODYSSEY (The Learning Company; Apple II) An amazingly intricate logic challenge: Create a robot that can find its way out of a maze while avoiding hazards.

ACTION GAMES

BOULDER DASH (First Star; Atari, C-64, IBM) Can you find all the diamonds in each of 16 caves by pushing boulders around without getting bonked by one?
CHOPLIFTER! (Broderbund; Apple II, Atari, C-64) Excellent graphics help make this exciting helicopter rescue game a winner.
CROSSFIRE (Sierra On-Line; Apple II, Atari, C-64, IBM) A tough, tricky, addictive shooting game with simultaneous threats from all four directions.
LODE RUNNER; CHAMPIONSHIP LODERUNNER (Broderbund; Apple II, Atari, C-64, IBM) The best climbing maze games ever, requiring skill with the joystick and sharp problem analysis. With Lode Runner (also available for the Macintosh) you can add your own screens to the 150 on the disk.
OIL'S WELL (Sierra On-Line; Apple II, Atari, C-64, IBM) Especially recommended for the Atari, this habit-forming action game demands quick reflexes to get all the oil pellets before time runs out.
PINBALL CONSTRUCTION SET (Electronic Arts; Apple II, Atari, C-64, IBM, Macintosh) Complete with flippers, this pinball simulation is close to the real thing, and you can even design your own layouts.
WIZARD (Progressive Peripherals; C-64) Wonderful graphics and sound effects combine with ingenious tasks to make this one of the most enjoyable climbing maze games we've seen. Includes a construction feature.
IMPOSSIBLE MISSION (Epyx; Apple II, C-64) Find parts of a secret password in various rooms while outsmarting deadly robot guards. Superb graphics and sound, and an intriguing overall puzzle.

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Edited by Stephanie Spadaccini

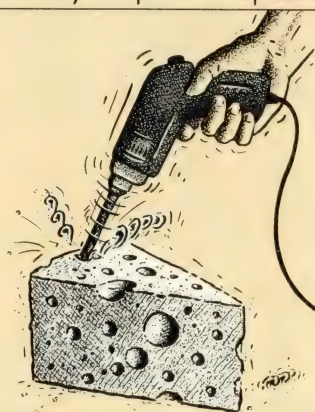
HALL OF FAME

Company Letterheads

What are the two initials that precede each company name?

- | | |
|-------------|---------------|
| 1. Bean | 6. Nielsen |
| 2. Dick | 7. Penney |
| 3. Goodrich | 8. Reynolds |
| 4. Heinz | 9. Stevens |
| 5. Hutton | 10. Woolworth |
- Mark Mazut

Answer Drawer, page 66



LIST DEPT.

What Man?

Can you think of 10 film titles that begin *The Man Who* ... ? If you can think of seven, you're probably spending too much time with your VCR.

—J. D.

Answer Drawer, page 66

NO KIDDING

Odd Word Out

Which of the following adjectives doesn't belong in this list?

MISPELT BLACK HYPHEN-
ATED WEE POLYSYLLABIC
PRINTED VISIBLE GREEK
LEGIBLE *ITALICIZED*

—Robert Gray

Answer Drawer, page 66

KIBITZERS

Do You Know?

Do you know Arnold Palmer?
That guy really tees me off.

Do you know Maximilian Berlitz?
Yes, but he and I don't seem to
speak the same language.

Do you know Chopin?
Yes. I have an old score to settle
with him.

Do you know the Invisible Man?
I haven't seen him in a long time.

Do you know J. Edgar Hoover?
Gee, man. I don't.

Do you know Eli Whitney?
Yes, and frankly, I don't cotton to
him.

Do you know Yogi Berra?
I'm sorry, I didn't catch the name.

Do you know Gaspar, Melchior,
and Balthasar?
I think they're a bunch of wise-
guys.

Do you know Smith & Corona?
They're my type of people.

Do you know Christopher Reeve?
Yeah. I think he's just super,
man.

Do you know Sir Edmund Hillary?
I knew him at his peak.

—Louis Phillips

TOUGH NUTS

Time on My Hands

If a clock's second hand is exactly on one of the second marks and exactly 18 seconds in front of the hour hand, can you figure out logically what time it is?

—Raymond D. Love

Answer Drawer, page 66

FOR THE RECORD

Big Sellers

Those laser-scanned price codes printed on most supermarket items keep automatic records of how many such products have been sold. Recently a list was compiled revealing the No. 1 cities for various items ranging from popcorn to toothbrushes. See if you can match the places (1-8) with the product (a-h) they sell more of than any other city.

- | | |
|-------------------|------------------|
| 1. Miami | a. ketchup |
| 2. New York | b. shoe polish |
| 3. Salt Lake City | c. vitamins |
| 4. Indianapolis | d. popcorn |
| 5. Denver | e. laundry |
| 6. New Orleans | f. detergent |
| 7. Seattle | g. toothbrushes |
| 8. Dallas | h. prune juice |
| | i. marsh-mallows |

—R. L.

Answer Drawer, page 66

WORDPLAY

Double Duty

Replace the six asterisks in each item below with two identical sets of three letters to form a word. For example, adding ENT to SEV***E***H would form the word SEVENTEENTH.

1. M***T***US
2. IN***PRE***
3. ***LOSO***CAL
4. B***ST***
5. I***PE***NT
6. S***IM***
7. ***RATIAT***
8. ***ERGRO***
9. ***HE***ICAL
10. RA***CINA***N
11. C***BO***
12. ***S***RUS

—Robert Gray

Answer Drawer, page 66

CONTEST RESULTS

SEVEN-RING CIRCUS

From June

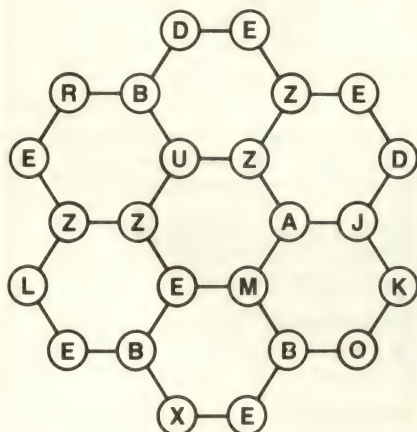
The object of this contest was to place letters in a grid of interlocking rings to form seven different six-letter words, one per ring. Words could begin at any point in a ring and read in either direction around the circle.

Each word was scored according to the assigned value of its letters: J, Q, X, and Z were worth 9 points each; B, K, V, and W, 7 points each; F, G, M, P, and Y, 5 points each; C, D, H, L, and U, 3 points each; and all other letters, 1 point each.

Of the approximately 1,400 entries, five contestants came up with an identical high-scoring grid worth 212 points. The winner, chosen from among those five by random draw, is Kyle Corbin, of Raleigh, North Carolina. He will receive the grand prize of a Panasonic Compact Disk Player. Runner-up prizes of a GAMES T-shirt go to the following five contestants, whose total scores are shown in parentheses: Norma Bernhardt, Sunnyvale, CA (212); R.W. Scully, Manhattan Beach, CA (212); Shirley Wolf, Rockville, MD (212); Nancy L. Wolfberg, Concord, MA (212); and Jerry Dessinger, Redondo Beach, CA (210).

—R. W. S.

The winning entry



Words	Score
BUZZED	32
JAZZED	32
JAMBOK	30
BEMBEX	30
BEZZLE	30
BUZZER	30
MEZUZA	28
Total	212



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(Signed)

Gerard Calabrese
Publisher

TEASERS

Blind Date

Would it have been possible for these five couples to have met for a blind date?

1. Feodor Dostoevsky and Emily Post
2. Charlie Chaplin and Florence Nightingale

3. Arthur Conan Doyle and Emily Dickinson
4. Clara Barton and Pablo Picasso
5. Susan B. Anthony and Albert Einstein

—Louis Phillips
Answer Drawer, page 66

TOUGH NUTS

A Visit to Trumania

During that era when European revolutions had lost so much of their novelty that they scarcely made headlines anymore, the tiny nation of Falsace decided to secede from its mother country, Trumania. This minor upheaval brought about a side effect unparalleled in history: an abrupt divergence in the languages of the two states.

Since that time, Falsace has used a variant of the Trumanian tongue such that every true sentence of Trumanian is a false sentence in Falsatian. Visitors to this region will better understand these circumstances by assuming that Trumanians tell the Truth and Falsatians do not.

At first this situation served only to perpetuate hostility between the two nations. But today, it's become a tourist attraction as popular as the local wines. Groups made up of young people from both nations tour the countryside, answering every question they're asked with a series of statements designed to baffle any whose wits are less sharp than their own.

Suppose you plan to visit one of three Trumanian restaurants: The Valid Argument, Bertrand's Inn, or The Cork 'n' Corollary. You ask a nearby group of seven youths how the three are ranked according to wine, fish, and cheese.

After huddling for a few minutes, they come forth and each makes a statement, as follows:

First Youth "The number of Falsatians among us is odd. Bertrand's Inn doesn't have the best fish."

Second Youth "The number of Falsatians among the first five of us is even. Bertrand's fish ranks better than its cheese."

Third Youth "Number Six in our group is Falsatian. The Valid Argument's cheese isn't as good as Bertrand's."

Fourth Youth "The number of Falsatians among us is prime. The Argument has the best fish."

Fifth Youth "Bertrand's has the best wine. No one restaurant has the best of any two items."

Sixth Youth "The Cork 'n' Corollary has the best wine. Bertrand's has the worst fish."

Seventh Youth "The Valid Argument's wine is best. The Cork's wine is second."

How do the three eateries rank according to wine, fish, and cheese? And to which nation does each young person belong?

—J. Mark Thompson
Answer Drawer, page 66

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"Elementary, of course. But what do you make of 'A salver full of citrus—two words'?"

"A lemon tray, my dear Watson. Come, come! Surely they're not all this simple!"

"Try this, then," said Watson. "'Branch—five words.'"

Holmes chuckled. "A limb on a tree, my dear Watson."

At this the good doctor hurled the newspaper into the detective's lap and stormed from the room.

Holmes glanced briefly at the rest of the clues, wrote "My dear Watson" after each, and, with a sigh, returned to his violin.

Reprinted here are the rest of the clues, followed by Holmes's scrawled additions. As in the examples above, all the answers are plays on "Elementary." Can you fill in the blanks?

1. A limping thoroughbred at the post: A _____, my dear Watson.
2. A main course of chops with mint jelly: A _____, my dear Watson.
3. Syngman's eulogy: A _____ to _____, my dear Watson.
4. "The check is in the mail." A _____, my dear Watson.
5. The contents of an athletic trainer's shelf: A _____, my dear Watson.

—C. J. Anderson

Answer Drawer, page 66



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—J. Mark Thompson
Answer Drawer, page 66

WORDPLAY

"A Pun My Word,
Holmes!"

Sherlock Holmes could stand the distraction no longer.

"Good heavens, Watson!" he barked. "Can't you stop that incessant muttering and newspaper rattling?"

"I'm sorry, dear fellow," said Watson. "But this blasted puzzle in today's *Times* has brought me to my wit's end.

"The first clue: 'Of or pertaining to the gastrointestinal system' is 'Alimentary,' of course. But what do you make of 'A salver full of citrus—two words'?"

"A lemon tray, my dear Watson. Come, come! Surely they're not all this simple!"

"Try this, then," said Watson. "Branch—five words."

Holmes chuckled. "A limb on a tree, my dear Watson."

At this the good doctor hurled the newspaper into the detective's lap and stormed from the room.

Holmes glanced briefly at the rest of the clues, wrote "My dear Watson" after each, and, with a sigh, returned to his violin.

Reprinted here are the rest of the clues, followed by Holmes's scrawled additions. As in the examples above, all the answers are plays on "Elementary." Can you fill in the blanks?

1. A limping thoroughbred at the post: A _____, my dear Watson.
2. A main course of chops with mint jelly: A _____, my dear Watson.
3. Syngman's eulogy: A _____ to _____, my dear Watson.
4. "The check is in the mail:" A _____, my dear Watson.
5. The contents of an athletic trainer's shelf: A _____, my dear Watson.

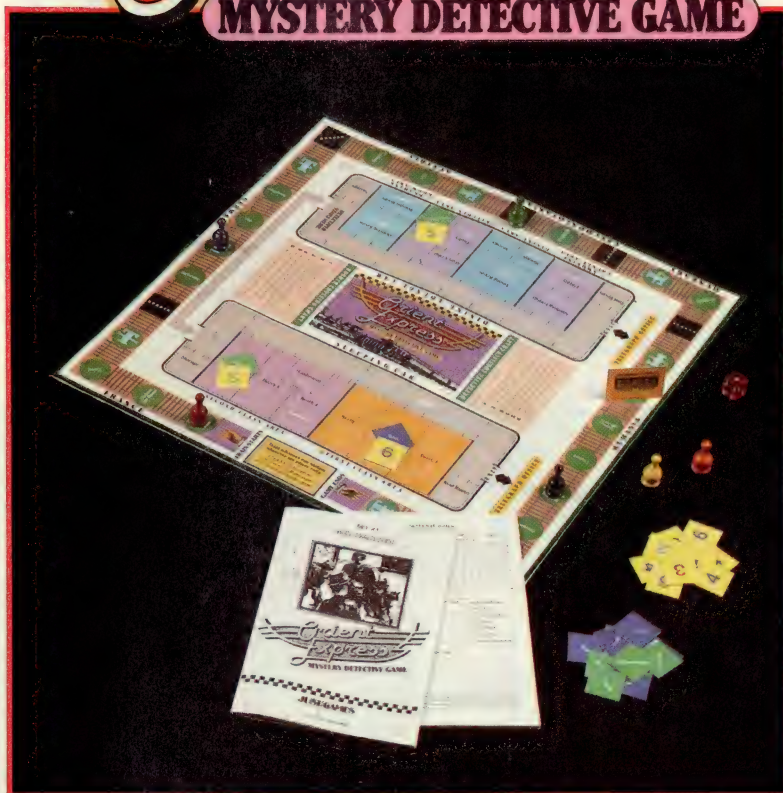
—C. J. Anderson

Answer Drawer, page 66

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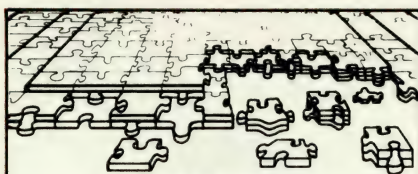
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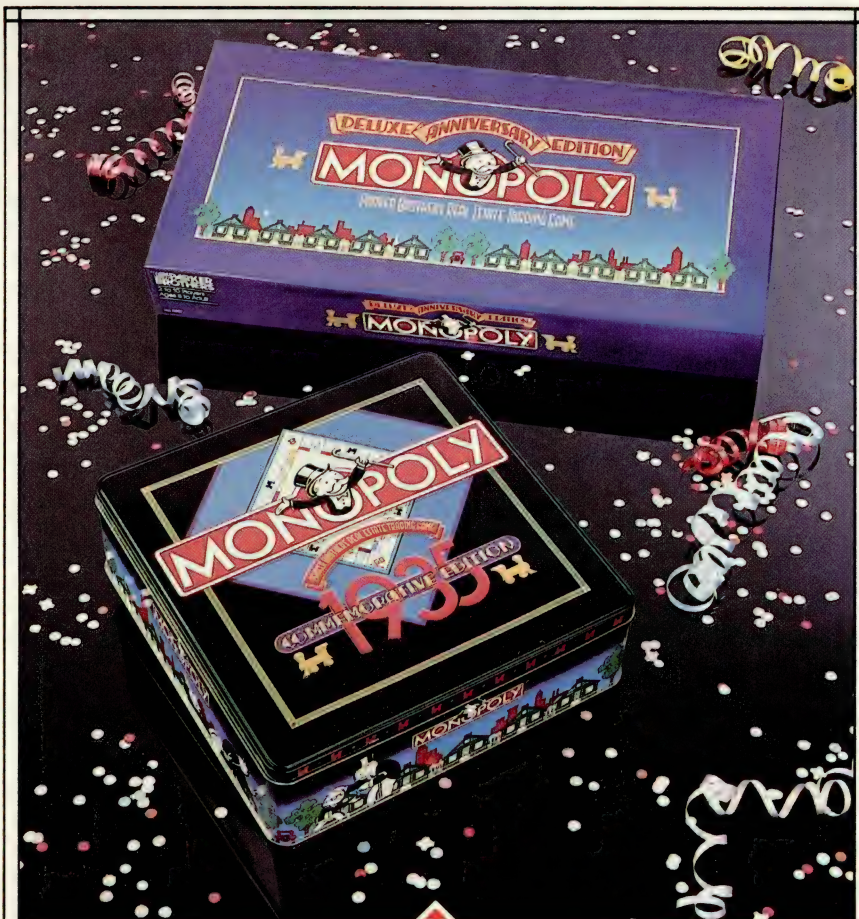
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ANSWER DRAWER

4 Your Move

Yule Lights



For the other variations, switch the two upper strands with each other, and/or switch the two central strands with each other.

35 Terminal Case

- 8:31 P.M. The clock shows the time, while the night sky indicates it must be evening.
- December 21. The newspaper headlines indicate the Mideast summit will start a week from today, on December 28. Therefore, today is the 21st.
- The Paul Revere Express.
- Yes. They were already at the right track, with nearly ten minutes to spare, for the D.C. Limited.
- Six. There are the cat (in the carrier in front of the child), the unicorn (on the GAMES cover), the teddy bear (held by the child), the camel (in the cigarette ad), the reindeer (on the skier's sweater), and the eagle (under the clock).
- He's about to step in the child's spilled ice cream.
- Three. One in the ad (right foreground), one belonging to one of the Arabs, and one with the woman's luggage.
- South, opposite the direction indicated by the arrow to the North Wing.
- 9:05, assuming it's on schedule.
- Seven. One on the "North Wing" sign, five held by the eagle, and one through the unfortunate Arab diplomat. (Or nine, if you include the two clock hands.)
- A newspaper.
- Five. Two commuters in the background, the two people pictured on the covers of *Life* and *Time*, and the train conductor.
- One.
- Tacked.
- He's smoking right underneath a No Smoking sign.
- The assassin is the man with the bass viol. It's a bit odd for anyone to carry an open bass viol in a train station, especially when the instrument has only one string. It was this string, in fact, that launched the fatal arrow.

Scoring

Give yourself 5 points for each correct answer to questions #1-15, and 25 points for #16.

Ratings

- 80-100 Call a detective agency quick—your skills are needed.
- 60-75 Fine performance. You're a welcome witness in any precinct house.
- 40-55 Fair. You're a usually observant person, even if you do misplace your keys once in a while.
- 0-35 Face it, observation and memory are not your strong suit. But you can always take notes.

6 Letters

Standing Ovations

The company produces toilet seats.

Quacking Up

1-b, 2-d, 3-e, 4-a, 5-c.

39 Puzzles from Down Under

Say When!

The Professor first tilted the measuring glass as shown to measure out 18 fluid ounces (the amount halfway between 13 and 23). He then measured out 13 fluid ounces in the regular way to complete the required total.



Switch Play

To open the safe, switches B, C, E, and F must be up, and A, D, G, and H must be down.

Square Deal

The highest number that each side can total is 22. One such arrangement of the cards is shown below.

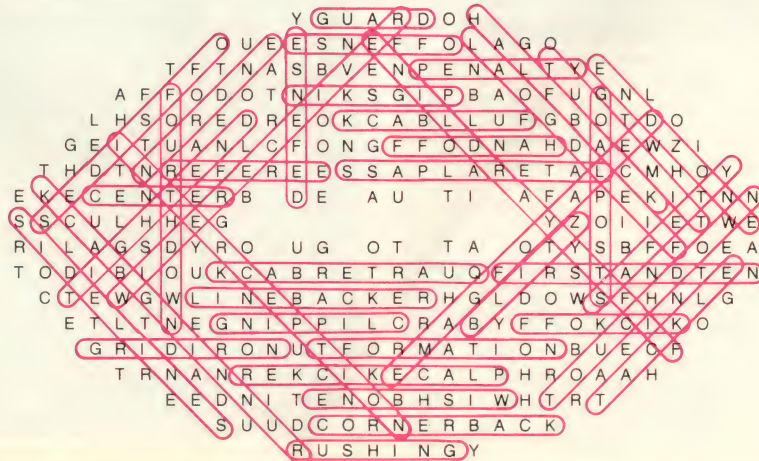


40 Double Cross

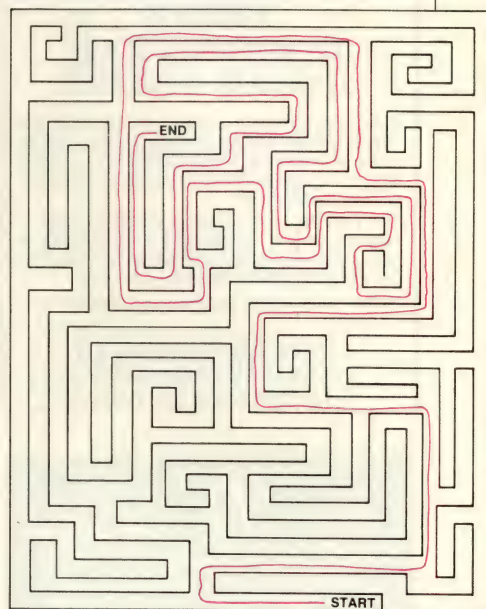
- | | |
|------------------|-----------------|
| A. COMMONALITY | M. AGAMEMNON |
| B. EDWARD WESTON | N. NATIVE SON |
| C. REVIVIFIES | O. EMOTIONAL |
| D. FISHWIFE | P. WISHING |
| E. LONG SHOT | Q. THANATOS |
| F. AFTERWORD | R. ROMAN EMPIRE |
| G. UNMITIGATED | S. EARPHONES |
| H. GASHES | T. ASIA |
| I. HEARTH | U. SHORT |
| J. DEFINITIVE | V. UPLIFTING |
| K. ATHENA | W. RIGHTO |
| L. YONDER | X. YANKTON |

Voltaire defined an optimist as "a madman who maintains that everything is right when it is wrong." ... Finley Peter Dunne gave his notion of an optimist: "A man of eighty-five who gets married and starts looking for a new home nearer a school-house."—(Bennett) Cerf, *Laugh Day: A New Treasury (of Stories and Anecdotes)*

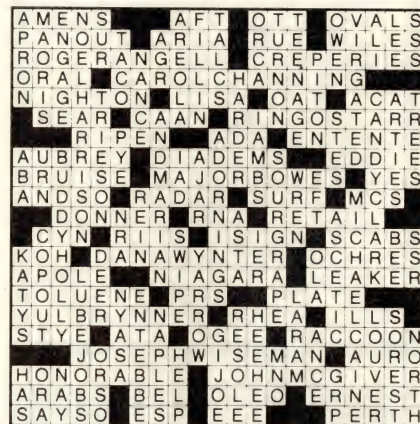
30 Passing Time



44 Dot's Amazing!



37 Christmas Party



"Is it true
you get
what you give?"

"I hope so...
I'm giving everybody
Tia Maria."



THE WORLD'S
FINEST
COFFEE LIQUEUR

Tia Maria

38 Cryptic Crossword 1

ACROSS

- 1 Analytically (ally in Yalta + c)
- 10 Creates (a secret)
- 11 Indiana (in + Diana)
- 12 North Pole (to help Ron)
- 13 Lenin (l + nine)
- 14 Stunning (sunning + T)
- 16 Ranted (ran + Ted)
- 19 Fusing (f + using)
- 20 Freshman (farm hens)
- 23 Armor (Amor + r)
- 25 Cheerless (chess + leer)
- 27 Truffle (t + ruffle)
- 28 Extreme (sEX TREMEndous)
- 29 Constitution (counts on it)

DOWN

- 2 Notch (ton + ch)
- 3 Lassoing (dallAS SO INGenious)
- 4 Twines (win + set)
- 5 Cadillacs (cad + lilacs)
- 6 Learn (lean + R)
- 7 Yearned (year-end)
- 8 Scents (sense)
- 9 Bear hugs (huge bras)
- 15 Nonprofit (inn for top)
- 17 Tampered (voIT-AMPERE Detector)
- 18 Briefest (brie + fest)
- 19 Frantic (Fr. + antic)
- 21 Nested (St. + need)
- 22 Accent (A.C. + cent)
- 24 Mourn (morn)
- 26 Ratio (a riot)

38 Cryptic Crossword 2

ACROSS

- 1 Atheistic (he + is + attic)
- 6 Pacer (recap)
- 9 Towrope (to power)
- 10 Pass out (pout + ass)
- 11 Moves (some + V)
- 12 Leftovers (lovers + eft)
- 13 Thrown (throne)
- 15 Receipts (price set)
- 18 Red River (re + driver)
- 20 Prompt (romp + pt.)
- 23 Placement (cement + plan - n)
- 24 Begun (beg + U.N.)
- 25 Tangelo (to + angel)
- 26 Bigoted (l + got + bed)
- 27 Octet (to + etc.)
- 28 Free-lance (France + eel)

DOWN

- 1 Altimeter (alter + time)
- 2 However (we + hover)
- 3 Irons (IRS + on)
- 4 Treble (l + beret)
- 5 Cup of tea (face up to)
- 6 Pistoleer (stole + pier)
- 7 Close-up (couples)
- 8 Rites (tries)
- 14 White meat (wheat + item)
- 16 Set on edge (e.g. + denotes)
- 17 Werewolf (we + flower)
- 19 Dragnet (granted)
- 21 Megaton (not + a + gem)
- 22 Stable (s + table)
- 23 Patio (occuPATiOn)
- 24 Bagel (cabBAGE Leaves)

14 Turvies

As shown, the Turvies are:

1. A close-up of Dracula
 2. A spider holding an umbrella
 3. A mustached man eating spaghetti
- Upside-down, they are:
1. Two sharks, not on speaking terms
 2. The Loch Ness monster sporting a toupee
 3. A girl with pigtails, skipping rope

20 Taking The Fifth

The cover puzzle (answer, page 70) leads you first to Cartier Jewelers.

Cartier The blanks in the puzzle can be filled to make the words ALTHOUGH, DOORSTEP, COMEDIAN, BETRAYAL, SLOWNESS, VOLCANIC, OVERRULE, RADIATOR, and LINGERIE. The letters you filled in spell out HORSEDRAWN CARRIAGE.

Horsedrawn Carriage Arranging the strips side by side in the proper order and reading across the rows of letters gives ASK THE PEARL SALESMAN AT TIFFANY.

Tiffany Starting at the upper left letter and moving along the strings from letter to letter, you can spell the message GO TO JAPAN AIR LINES.

Japan Air Lines The answers to the clues are AROSE, ZEBRA, FEAST, and WATCH. Matching

the letters with the numbers given, and taking them in order from 1 to 20, reveals SEE BEAR AT F.A.O. SCHWARTZ.

F. A. O. Schwartz The answer to the riddle is Lady Godiva.

Godiva Chocolatier The rebus is SOCK + BOAT + FINGER + FIN + KEY - COFFEE - BOY. Adding or subtracting letters as indicated yields SKATING RINK.

Skating Rink, Rockefeller Center The cryptogram reads TAKE THE TWO INITIAL LETTERS FROM EACH OF YOUR GIFTS IN THE ORDER YOU FOUND THEM AND YOU'LL DISCOVER YOUR FINAL PRESENT. SEE YOU THERE AT EIGHT. MERRY CHRISTMAS!

Taking the initials from your gifts spells SUPPER AT SARDI'S, the famous New York restaurant.

WILD CARD ANSWERS

Company Letterheads

1. L. L. Bean
2. A. B. Dick
3. B. F. Goodrich
4. H. J. Heinz
5. E. F. Hutton
6. A. C. Nielsen
7. J. C. Penney
8. R. J. Reynolds
9. J. P. Stevens
10. F. W. Woolworth

Odd Word Out

All the words except GREEK describe themselves. For example, MISPELT is misspelt and POLYSYLLABIC is a polysyllabic word. GREEK, however, is not Greek but English.

Big Sellers

1-g, Miami: prune juice; 2-e, New York: laundry detergent; 3-h, Salt Lake City: marshmallows; 4-b, Indianapolis: shoe polish; 5-c, Denver: vitamins; 6-a, New Orleans: ketchup; 7-f, Seattle: toothbrushes; 8-d, Dallas: popcorn.

Here are some theories from various local observers, according to the Associated Press: Miami is home to many elderly people, and prune juice is an aid to digestion; clothes soil easily in New York, hence the extensive use of laundry detergent; people in Salt Lake City spend little money on beer and the like (the area is heavily Mormon), and make up for it by eating marshmallows and other sweets; Denver residents were health-conscious even before it became trendy, therefore the heavy use of vitamins; New Orleans is noted for its many seafood restaurants and ketchup is considered by many to be the proper accompaniment; Seattle is home to the state dental school, and awareness of dental hygiene is thought to be the reason for the high sales of toothbrushes; Dallas is a good movie market, and what goes better with movies than popcorn? So far there are no theories concerning the Indianapolis/shoe polish connection.

What Man?

Our list follows; other answers are possible.

- The Man Who Would Be King*
- The Man Who Came to Dinner*
- The Man Who Fell to Earth*
- The Man Who Loved Women*
- The Man Who Loved Cat Dancing*
- The Man Who Shot Liberty Valance*
- The Man Who Knew Too Much*
- The Man Who Never Was*
- The Man Who Could Cheat Death*
- The Man Who Skied Down Everest*

Time on My Hands

It's 8:24. Since the exact number of time units between the two hands is a whole number, the second hand must be on the 12. (If the second hand were on the six, for example, the minute hand—and therefore the hour hand—would necessarily be between two marks.) Therefore, the hour hand is on 42 past the hour; which, in turn, means that the minute hand is on 24 past the hour.

Double Duty

1. mONOTONOUS
2. inTERpreTER
3. PHILosoPHical
4. bANDstAND
5. inDEPeNDent
6. sENTimENT
7. INGratiating
8. UNDERgroUND
9. MATheMATical
10. raTIOCinaTiOn
11. cARDboARD
12. PHOsPHORus

Blind Date

All of the blind dates were possible (though highly improbable). The most improbable couple on the list would be Feodor Dostoevsky and Emily Post. In 1881, the year of Dostoevsky's death, the great Russian novelist was 54 years old, and his "date" was a mere lass of eight.

A Visit to Trumania

The nationalities of the youths are as follows:

1. Trumanian
2. Falsatian
3. Trumanian
4. Trumanian
5. Trumanian
6. Falsatian
7. Falsatian

For a detailed solution, send a stamped, self-addressed envelope to: Trumania, GAMES Magazine, 515 Madison Ave., New York, NY 10022

"A Pun My Word, Holmes!"

1. A lame entry
2. A lamb entree
3. A lament to Rhee
4. A lie monetary
5. A liniment array

41 U.S. Open

Two-Act Shows

M	A	N	E		D	I	P		L	A	M	B	S		
E	T	O	N		T	U	N	E		E	L	I	O	T	
G	I	G	I	T	H	E	K	I	N	G	A	N	D	I	
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			M	A	J			S	A	L					
C	A	B	A	R	E	T	A	P	P	L	A	U	S	E	
O	R	E			R	O	W	E		Y	E	T	I	S	
P	O	L	A			K	N	A	C	K		F	I	G	S
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M	E	S	S	Y		W	A	N			P	A	R	E	

Drop Me a Letter

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T	O	N	I		P	S	A	L	M		A	O	K		
A	T	E	L	I	E	R		R	A	M	L	I	K	E	
G	O	T		S	T	O	R	K			E	R	I	E	
			O	F	H	O	M	E		P	A	S	S	E	L
			P	O	L	Y	N	O	M	I	A	L	S		
R	I	M	A		S	T	I	T	C	H	E	R	Y		
I	C	A	N	T		E	X	A	M	I	N	E	E	S	
T	A	N	G	O		D	E	L	A	R	E	N	T	A	
A	S	Y	E	T			D	O	N	T	D	O	I	T	

Scoring

1. Award yourself 10 points for each correct Across answer and each correct Down answer.
2. Add 25 bonus points for each full minute by which you beat the time limit (but subtract 25 points from this bonus, up to the point the bonus returns to zero, for each empty square or incorrect letter in your solution).
3. Add 150 bonus points for a completely correct solution.

Puzzle	Perfect Score Before Bonuses	Winners' Score
1	740 points	970 points
2	1,420 points	2,370 points
3	660 points	960 points

"So what's your
après ski plan
for warming
me up?"

"Let's start with a
Tia Maria
Jamaican Coffee."



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Tia Maria

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34 Dszquphsbnt!

1. CRYPTOON. "You go tell the Governor that if he doesn't commute my execution, I will never vote for him again!"
2. PET PEEVE. I loathe people who keep dogs. They are cowards who haven't got the guts to bite people themselves.—Strindberg
3. THE SPICE OF LIFE. Anyone who slaps catsup, mustard, and relish on his hot dog is truly a man for all seasonings.
4. YES, MASTER. Sly magic lamp owner, offered single wish by genie, asks for one dozen more wishes.
5. BAD JUDGMENT. Rival TV networks, seeking high ratings, constantly schedule best shows against each other.
6. SWEET-SMELLING. One cachet of feminine delicacy once was placing lavender sachet into lingerie drawer.
7. SMOG-FREE. Crystal-clear air of Rocky Mountains provides ideal environment for weather station.

29 Combinagram

Grid A

- | | |
|---------------|----------------|
| 1-2. Butane | 7-8. Limbs |
| 2-3. Equip | 8-9. Shovel |
| 3-4. Pentagon | 9-10. Lint |
| 4-5. Nehru | 10-11. Texas |
| 5-6. Ulcer | 11-12. Shuttle |
| 6-7. Raquel | 12-13. Envy |

Grid B

Banquet, petunia, roughen, lacquer, blemish, violent, exhaust, novelty

Grid D

"Impossible" is a word found only in the dictionary of fools.—Napoleon

20 Taking The Fifth: Hints

Japan Air Lines Answer the clues, and match the five letters of each answer to the five numbers that follow each clue. Then place the letters in order from 1 to 20.

Horsedrawn Carriage Arrange the strips side by side in the right order to form a message reading across the rows of letters. Extra hint: the first letter is A.

Tiffany Start at the upper left letter and follow the strings from letter to letter to spell out a message. You may use the same letter more than once. The message starts GO TO . . .

F.A.O. Schwartz The answer to the riddle is a famous person whose name is the same as one of the places you haven't visited yet.

Cartier Fill in the boxes to spell nine eight-letter words. The letters in the boxes spell a message.

Skating Rink, Rockefeller Center This is a simple cryptogram. The letter V stands for E, and vice versa. The last two words are an appropriate greeting.

Godiva Chocolatier Add and subtract the letters in the names of the objects pictured.

33 Presto Chango

1. Apple, lemon, orange
2. Square, oval, ellipse
3. Perch, herring, tuna
4. Crocus, peony, daisy
5. Bridge, whist, hearts
6. Carrot, parsley, radish
7. Copper, iron, uranium
8. Scotch, gin, whiskey
9. Ankle, knee, wrist
10. Tackle, center, fullback
11. Tango, hustle, jitterbug
12. Colon, dash, bracket

22 Madeleine's Cafe

The 55 food puns are as follows.

Left third, roughly top to bottom and left to right:
 Gingerbread (trim on the window)
 Pies (pi symbols above door)
 Flour (the flower on the calendar)
 Dates (also on the calendar) and
 Sundaes (Sundays)
 Leek (leak from the pipe)
 Home fries (in pan on the stove)
 Alligator pear (pair of 'gators)
 Hot dog (dog near stove) with
 T-bone
 Crown roast and
 Baked Alaska (both in oven)
 Mushroom caps
 Italian dressing (Sophia Loren)
 Beef Wellington ("Wellington" boots with cow picture on them)
 Lox (locks on the window grating)
 Smoked fish
 Spring chicken
 Grilled cheese ("Swiss interrogated" headline)
 Mussels (muscles of newspaper reader's arms)
 Collard (collared) greens
 Club sandwich
 Rolls (the car)
Center third:
 Madeleine (on the sign; madeleines are the little cakes so beloved of Proust)
 Café (French for coffee)
 Mousse (moose in hanging plant)
 Eggplant
 Napoleon (the pastry; represented by paintings on wall)

French toast (Maurice Chevalier making a toast)
 Spoon bread
 TV dinner
 Iced tea ("T" in ice bucket)
 Ginger snaps (Ginger Rogers snapping her fingers)
 Lady fingers
 Drawn butter
 Shoestring potatoes (artist's foot)
 Salt and pepper (his hair)
 Hero sandwich (Batman et al. in foreground sandwich)
 Pork butts (pig ashtray)
 Diced carrots
 Snow peas ("P's" on window sill)
Right third:
 Reuben sandwich (in Rubens painting)
 Cocktail (tail on rooster medallion over bar)
 French bread (10 francs sign, for French money)
 Manhattan (the photo)
 Orange blossom cocktail (the orange flower)
 Screwdriver
 Stock (the "Stock" brand liquor)
 Candy bar
 Pink lady (seated at the bar) with
 Leg-of-mutton sleeves and
 Onion ring
 Tollhouse cookies
 Head cheese
 Chili (the shivering woman in foreground)

You may have noticed Swedish meatballs (the Stockholm newspaper story about cotillions—meet-balls) and an old-fashioned (the lady in pink), but we were just too stuffed to go on.

31 Now We're Cookin'

1. Pancake, 2. Panda, 3. Pantry, 4. Panther, 5. Pansy, 6. Pandora, 7. Panhandle, 8. Pantomime, 9. Panelist, 10. Pandowdy, 11. Panama, 12. Panacea, 13. Pandemonium, 14. Pancreas, 15. Pantheon, 16. Panmunjom, 17. Panorama, 18. Panatela,

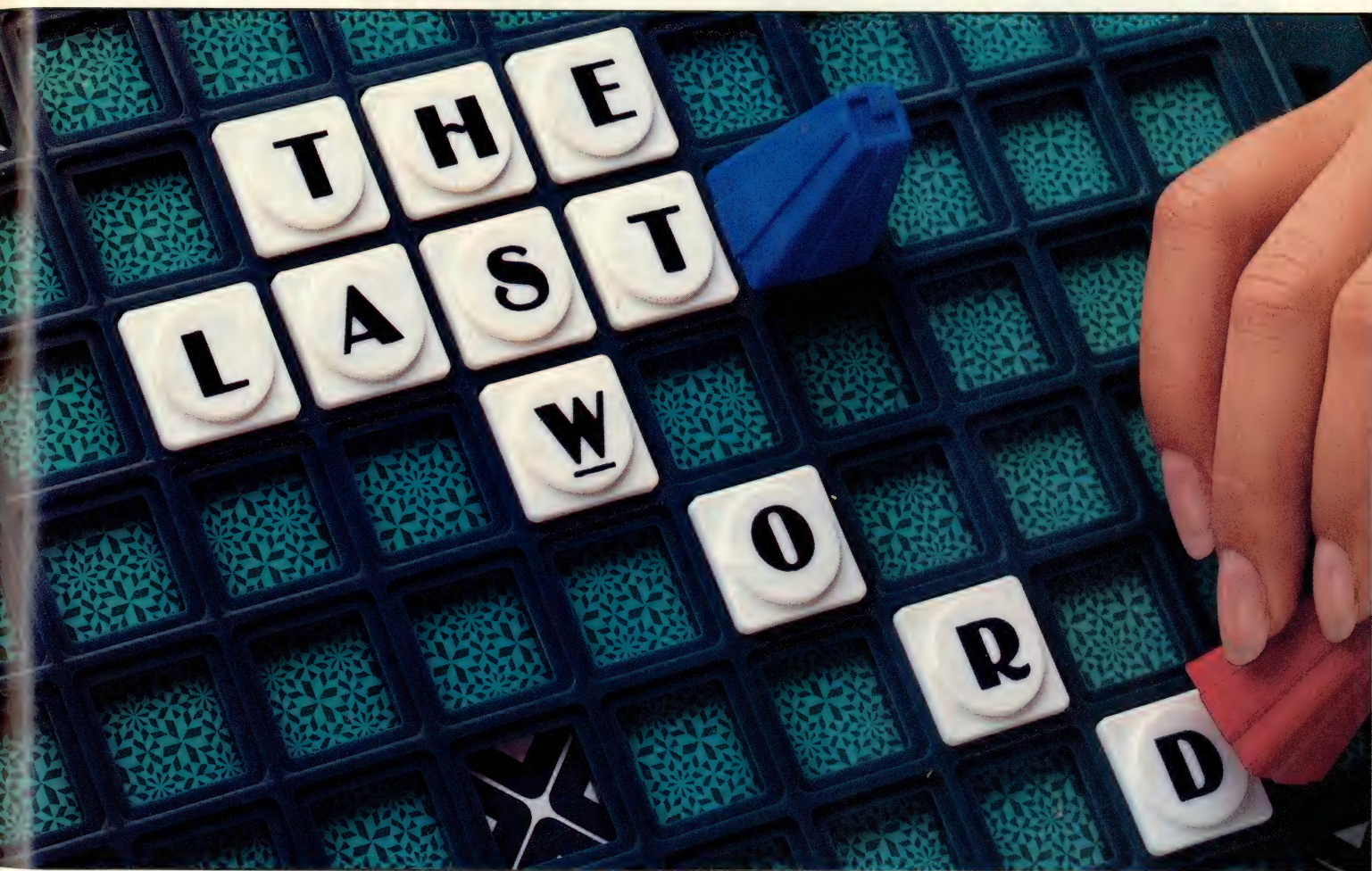
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 G₂ O₁ O₁ D₂ W₄ O₁ R₁ D₂ G₂ A₁ M₃ E₁
 B₃ U₁ T₁ I₁ T₁ S₁
 N₁ O₁ T₁



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ANSWER DRAWER

72 To All a Good Night

The correct sequence is F, B, G, E, C, D, A, H. The boy is trying to stay awake in F, and the snow has not yet begun to fall. By B the first flakes are falling and the boy, dozing off, has disturbed his blankets. He wakes up in G (more snow is on the window-pane) and leaves the bedroom in E. In C he returns with a glass of milk, and tucks himself back into bed (his teddy bear is not so lucky). By D he has fallen asleep again, after drinking most of the milk. By A, his covers are rumpled and he's shivering, while a red sleeve with a fur trim comes into view. In H, the boy and bear have been tucked in again, and Christmas goodies have been left in the stocking at the foot of the bed.

24 Cannes Do

The categories are (films listed left to right):

1. Movies starring actors and their daughters (Henry and Jane Fonda in *On Golden Pond*, Ryan and Tatum O'Neal in *Paper Moon*, Clint and Alison Eastwood in *Tightrope*). Add picture C, Judy Garland and Liza Minnelli in *In the Good Old Summertime*.
2. Movies with animal names in the titles (*Horse Feathers*, *The Pink Panther*, *Cat On a Hot Tin Roof*). Add A, *Dog Day Afternoon*.
3. Movies in which most of the action takes place on some form of transportation (*Airplane!*, *Around the World in 80 Days*, *Show Boat*). Add E, *Murder On the Orient Express*.
4. Movies that became TV series (*Fame*, *The Paper Chase*, *M*A*S*H*). Add B, *Private Benjamin*.
5. Movies featuring women who disguised themselves as men, or vice versa (*Victor/Victoria*, *Yentl*, *Tootsie*). Add D, *Some Like It Hot*.

Credits: All stills from Movie Star News except *In the Good Old Summertime*, from Culver Pictures, Inc., and *Tightrope*, from Warner Brothers.

31 Bake Off

T	O	A	S	T		C	A	D	E	T		E	L	F	
I	N	L	A	W		A	B	N	E	R		A	I	L	
P	I	E	C	E	O	F	C	A	K	E		S	E	A	
P	O	C	K	E	T	E	D				B	U	Y	U	P
I	N	K		T	I	S		B	A	L	S	A			
			Y	E	S		F	O	R	E	N	S	I	C	
O	C	C	U	R		B	L	O	C	S		P	L	O	
D	O	R	M		M	O	U	T	H		T	I	E	D	
O	N	E		C	A	N	N		P	I	E	T	Y		
R	E	A	C	H	I	N	G		S	A	M				
		M	E	A	N	Y		T	A	R		I	D	A	
A	S	P	E	N			O	R	D	A	I	N	E	D	
F	L	U		G	I	N	G	E	R	B	R	E	A	D	
A	U	F		E	M	I	L	Y		L	O	R	R	E	
R	E	F		S	A	X	E	S		E	N	T	E	R	

32 Making Connections

- | | |
|------------------------|-----------------------|
| 1. Bow and arrow | 14. Revolutionary War |
| 2. Indian | 15. Boston Tea Party |
| 3. Gandhi | 16. Mad Hatter |
| 4. Academy award | 17. March Hare |
| 5. College degree | 18. Rabbit ears |
| 6. Bachelor | 19. Television set |
| 7. Bridegroom | 20. Network |
| 8. Best man | 21. Tennis pro |
| 9. Contest winner | 22. Billie Jean King |
| 10. First place | 23. Ellery Queen |
| 11. Garden of Eden | 24. Mystery novel |
| 12. Snake in the grass | 25. Solution |
| 13. Benedict Arnold | |

29 Combinagram Hint

The initial letters of the eight words in grid B are (in order) B, P, R, L, B, V, E, and N.

Cover

The license plate on the back of the taxi spells out Cartier (CAR T A). Thus, Cartier Jewelers is your first stop in the treasure hunt on pages 20-21. There you'll find a second puzzle that will lead you to your next stop.

36 Body Works

- | | |
|-----------|-------------|
| 1. Chin | 9. Heart |
| 2. Tongue | 10. Chest |
| 3. Brain | 11. Nose |
| 4. Eyelid | 12. Eardrum |
| 5. Navel | 13. Abdomen |
| 6. Palm | 14. Liver |
| 7. Leg | 15. Head |
| 8. Wrist | |

The extra letters spell PHYSICAL FITNESS.

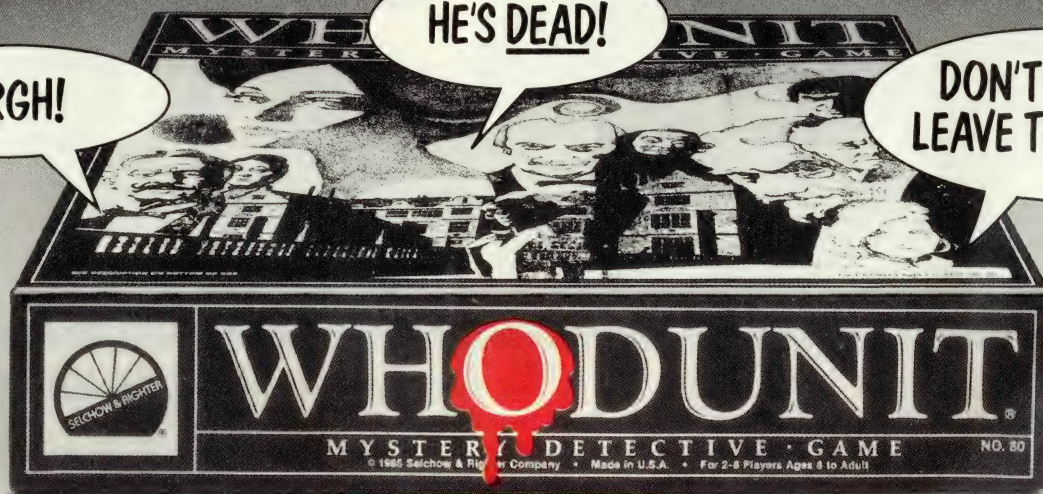
33 Border Disorder

T	R	A	C	E		C	A	T	E	R				
C	H	I	R	R	U	P		S	A	T	A	N	I	C
R	E	P	T	I	L	E		P	R	O	R	A	T	A
E	S	T		B	E	R	L	I	T	Z		C	U	R
T	H	I	S		R	I	O	T	S		S	T	A	T
A	I	D	E	S		O	W	E		W	H	O	L	E
	P	E	A	K	E	D		S	T	A	I	R	S	
		B	I	N				I	N	N				
S	P	E	E	D	S		D	E	E	D	E	D		
R	A	R	E	R		P	I	E		S	I	X	E	R
E	T	E	S		D	A	N	T	E		G	A	P	E
A	I	M		S	O	C	K	E	T	S		M	O	C
C	R	I	N	K	L	E		C	H	E	M	I	S	T
T	I	E	R	A	C	K		T	I	T	A	N	I	A
	C	R	A	T	E				C	A	R	E	T	

ARRGH!

HE'S DEAD!

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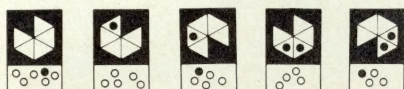
The Fake Advertisement announced in the Table of Contents was for the Literary Aggrandizement School and appeared on page 14. Idea by Louis Phillips.

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **Hungarian Goulash** (October, page 30). We presented a series of puzzles taken from the pages of Hungary's *Füles*, the most popular puzzle magazine in Eastern Europe. Number 6, Serial Boxes, challenged readers to complete three visual or numerical series. The second of these presented the numbers 15, 21, 24, 30, and 33. Our solution completed the series with 39, based on adding 6 and 3 alternately to each number. Sue Bellora, of Pittsburgh, PA, arrived at the same answer by adding the two digits in each number, and then adding that sum to the number. For example, $1 + 5 = 6$, $15 + 6 = 21$, and so on.

The third puzzle asked readers to complete this series:



Our solution (which appears below left) is based on the following: The dark triangle moves successively clockwise by one section, then two sections, then three sections, etc. On alternate steps, one black spot is moved from the lower area up to the triangles; in the intervening steps one of the remaining lower circles is filled in. The first spot in the triangles moves one space counterclockwise each step; all additional spots are placed in the adjacent spaces on the counterclockwise side.

According to Kathy Clewett, of Carlisle, PA, an alternate solution (below right) is possible in which spots already present move counterclockwise, but each new spot is introduced in the section just vacated by the dark triangle.



★ **European Daze** (August, page 46). Richard Reigh, of Fort Worth, TX, found one additional error among the 58 inaccuracies and incongruities in this cockeyed depiction of a map of Europe. We placed Athens, Greece, where the city of Corinth should be; Athens is about 40 miles east of Corinth.

COMING DISTRACTIONS

January

Ring in 1986 with a bang—by solving the "Pop!" quiz on the cover and the New Year's Eve Beguilers inside. Then ring out the old year with a "Year in Review" round-up of some unheralded moments of 1985.

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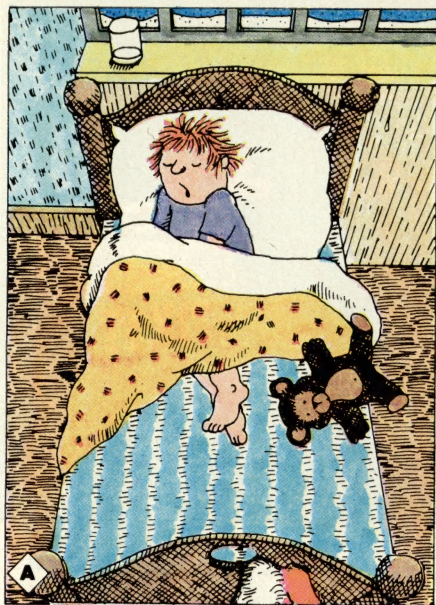
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To All A Good Night

a sleep sequence puzzle

by Robert Leighton



'Twas the night before Christmas
and St. Nick was late,
But one child had vowed that he'd
stay up and wait.
His stocking was hung at the foot of his bed
As he listened for sounds of
the reindeer or sled.
But soon he grew tired,
his eyes drifted closed,
And Santa crept in while he blissfully dozed.
Can you figure out the
events that have passed
And put them in order from first one to last?
"On Rudolph!" cried Santa.
"On Donner! On Prancer!"
"On page 70 you can find out the answer!"



ILLUSTRATED BY SANDRA FORREST

He likes
the planets.

She likes
the stars.



But there's
one taste
they agree on.



Benson & Hedges
America's Favorite 100.

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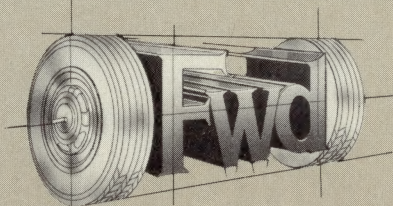
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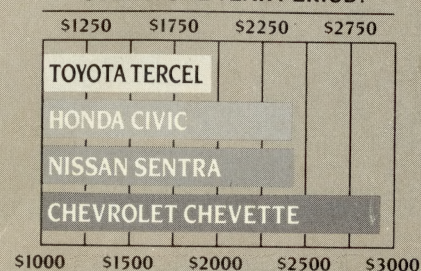
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